

FORGOTTEN REALMS

ICEWIND DALE™



BOOK OF SPELLS AND TABLES



MAGIC AND THE SPELL SYSTEM

Each spell description contains the following game information:

School: In parentheses after the spell name is the name of the school(s) of magic to which the spell belongs. For wizards, this defines which spells a wizard specialist can learn.

Range: This lists the distance from the caster at which the spell effect occurs or begins, in feet. The "caster" indicates the spell can be used on the caster only, with the effect embodied within or emanating from him. "Touch" means the caster can use the spell on others if he can physically touch them (that is, score a successful to hit roll). Beneficial spells require no to-hit roll. Note that touch-based spells and effects ignore armor bonuses to armor class for the purposes of scoring a hit.

Duration: This lists how long the magical energy of the spell lasts. Spells of instantaneous duration come and go the moment they are cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are negated by some means, usually by a dispel magic. Some spells have a variable duration.

Casting Time: This represents a fraction of the spell caster's seven-second personal initiative round which is used performing the chants and motions necessary to cast the spell. This time is exactly equivalent to the speed factor of a weapon. The spell casting time is varied by an initiative roll that is performed each time a spell is cast.

Area of Effect: This lists what is affected by the spell, be it an area, or a group of creatures. Some spells (such as bless) affect the friends or enemies of the caster. In all cases, this refers to the perception of the caster at the time the spell is cast.

Saving Throw: This lists whether the spell allows the target a saving throw and the effect of a successful save: "Neg." results in the spell having no effect; "1/2" means the character suffers half the normal amount of damage; "None" means no saving throw is allowed.

Spell Description: The text provides a complete description of how the spell functions.

Conjuring: In Icewind Dale II, you'll have the opportunity to summon real or illusionary creatures to fight for your party (Animal Summoning, Monster Summoning, Shadow Monsters, and so on). While these spells are incredibly useful, there is a limit of six on the number of summoned creatures you can have at any one time.

ICEWIND DALE II SPELLS

ACID FOG (CONJURATION)



Level: Sor/Wiz 6
Duration: 10 rounds
Area of Effect: 15-foot radius

Range: Sight of Caster
Casting Time: 6
Saving Throw: none

This spell brings forth a billowing cloud of acidic fog. The thick fog limits movement to 50% of a creature's current movement rate. In addition, all creatures caught within the fog take 2D6 points of acid damage per round.

ACID STORM (EVOCATION)



Level: Sor/Wiz 6, Talos 8
Duration: Instantaneous
Area of Effect: 20-foot radius

Range: Sight of Caster
Casting Time: 7
Saving Throw: Reflex half

You cause acid to rain downward. The acid deals 1d6 points of acid damage per caster level (maximum 15d6).

AEGIS (ABJURATION)



Level: Sor/Wiz 9, Helm 9
Duration: 10 rounds
Area of Effect: Caster

Range: Caster
Casting Time: 1
Saving Throw: None

This spell grants the caster a 15/- bonus to acid, cold, fire, and electricity resistance, a +5 deflection bonus, +3 spell resistance, +2 to all saves, and the effects of Stoneskin, Minor Globe of Invulnerability, and Freedom of Movement for the duration of the spell.

AGANAZZAR'S SCORCHER (EVOCATION)



Level: Sor/Wiz 2, Lathander 3
Duration: 1 round
Area of Effect: 2-foot by 60-foot jet.

Range: Sight of Caster
Casting Time: 2
Saving Throw: Reflex half

Upon completion of this spell a jet of flame shoots from the caster's fingertips toward the target creature. The stream of fire is continuous and deals 3d6 fire damage to the target twice over the course of a round with no saving throw for a total of 6d6 fire damage. In addition, anyone that is caught in the flame's path takes 2d8 fire damage with a Reflex save for half damage. The caster must concentrate to maintain the flame and is thus immobile for the duration of the spell. This spell blinds drow and gray dwarves if a reflex save is failed.

AID (ENCHANTMENT)



Level: Clr 2, Ilmater 2
Duration: 10 rounds/level
Area of Effect: 1 creature

Range: Touch
Casting Time: 5
Saving Throw: None

The recipient of this spell gains +1 attack bonus, +1 to saving throws, and 8 temporary hit points for the duration of the spell. These bonus hit points can exceed a character's maximum hit points.

ALICORN LANCE (EVOCATION)



Level: Drd 2, Rgr 2, Ilmater 2, Selune 2
Duration: Instantaneous
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 5
Saving Throw: Reflex half

This spell creates a silver-hued, partially ethereal lance shaped in the form of an alicorn (a unicorn horn). The spellcaster chooses a target and the alicorn lance instantaneously fires at it, inflicting 3d6 points of piercing damage, with a saving throw for half damage. Although the alicorn lance dissipates after it strikes, it leaves a silvery radiance around the target that makes it easier to see and hit, giving it a -2 armor penalty for 3 rounds.

ANIMAL RAGE (ENCHANTMENT)



Level: Drd 4, Rgr 5
Duration: 15 rounds
Area of Effect: 1 creature

Range: Touch
Casting Time: 8
Saving Throw: None

This spell imbues the target creature with animal ferocity. The target creature gains +4 Strength, +4 Constitution, +20% movement, and +2 to all saving throws. The target loses the ability to cast spells while Animal Rage is in effect. He or she can be controlled normally unless enemies are within sight, at which time the target immediately attacks in melee, using whatever is in hand. There is a 5% chance per round that the target will go berserk, attacking friend and foe alike.

ANIMATE DEAD (NECROMANCY) [EVIL]



Level: Clr 3, Sor/Wiz 5, Tempus 3
Duration: Instantaneous
Area of Effect: Special Saving Throw: None

Range: Sight of Caster
Casting Time: 1 round

This spell brings forth a long-dead skeleton or zombie from deep within the earth and reanimates it to serve the caster. The higher the level of the caster the more powerful the skeleton or zombie summoned by this spell. Warning: At higher levels, the zombie lords and festering drowned dead summoned by this spell have powerful supernatural auras. The effects of these auras may harm your own party members if they fall within the area of effect.

ANTIMAGIC FIELD (ABJURATION)



Level: Clr 8, Sor/Wiz 6, Selune 6
Duration: 10 rounds/level
Area of Effect: Caster

Range: Caster
Casting Time: 1
Saving Throw: None

This spell surrounds the caster with an invisible barrier that moves with him. This barrier makes the wizard immune to any magical attacks, but it prevents the wizard from casting spells out of the shell.

ARMOR OF FAITH (ABJURATION)



Level: Clr 1, Helm 1
Duration: 3 rounds + 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 1
Saving Throw: None

The armor of faith is a force of energy that absorbs a portion of the damage intended for the caster. The caster gains a damage reduction of +1/- to all forms of damage for the duration of the spell.

AURA OF VITALITY (TRANSMUTATION)



Level: Drd 7, Lathander 8
Duration: 1 round/level
Area of Effect: 5-foot radius

Range: Caster
Casting Time: 7
Saving Throw: None

Upon casting this spell the caster exudes magical energy that imbues all allies in the area of effect with healthy vigor, allowing them to perform tremendous physical feats well beyond their normal capabilities. All allies in the area of effect gain a +4 bonus to Strength, Dexterity and Constitution for the duration of the spell.

BALL LIGHTNING (EVOCATION)



Level: Sor/Wiz 5, Talos 5
Duration: 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 5
Saving Throw: None

Through this spell, the caster creates tiny balls of electricity that can be hurled in combat. The caster can hurl 5 per round - upon a successful ranged touch attack (e.g. an attack that ignores armor bonuses) the ball will burst and deal 2d6 electricity damage to all creatures in a 5-foot radius. If the caster fails her attack bonus, the ball will dissipate harmlessly. This spell creates 1 ball per two caster levels up to a maximum of 8.

BANE (ENCHANTMENT)



Level: Clr 1, Bane 1
Duration: 1 minute / level
Area of Effect: 25-foot radius

Range: Sight of Caster
Casting Time: 1 round
Saving Throw: Will negates

Bane is the reverse of Bless, and lowers the morale and attack bonus of enemy creatures in the area of effect by -1 for the duration of the spell. Bane counters and dispels Bless.

BANISHMENT (ABJURATION)



Level: Clr 6, Sor/Wiz 7, Helm 9
Duration: Instantaneous
Area of Effect: 15-foot radius

Range: Sight of Caster
Casting Time: 1
Saving Throw: Will negates

Upon completion of this spell all summoned creatures in the area of effect must make a Will save or be returned to the place it came from. This spell has no effect on creatures that are not summoned.

BARKSKIN (TRANSMUTATION)



Level: Drd 2 Range: Touch
Duration: 10 rounds/level
Area of Effect: 1 creature

Casting Time: 5
Saving Throw: None

Barkskin causes a creature's skin to become as tough as bark, granting a +3 armor bonus (+4 at 6th Level and +5 at 12th level) for the duration of the spell.

BEAST CLAW (TRANSMUTATION)



Level: Drd 2, Rgr 2
Duration: 10 rounds
Area of Effect: Caster

Range: Caster
Casting Time: 5
Saving Throw: None

This spell transforms the caster's arms into the claws of a mighty beast, giving the caster a +4 bonus to strength and the ability to rake an opponent for 2d4 (+ strength bonus) points of slashing damage. The caster can attack twice per round with the beast claws.

BELTYN'S BURNING BLOOD (NECROMANCY)



Level: Sor/Wiz 4
Duration: 1 round/2 levels
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 4
Saving Throw: Fortitude negates

This spell turns a target's blood to flame, doing 3-12 hit points of damage every round and driving the victim berserk with pain. The target gets to make a Fortitude save every round; if successful, the damage and berserk state are negated. This spell does not work against creatures that do not have blood, such as the undead, elementals, and plants. If the creature is resistant to fire, this resistance will lower or nullify the damage from this spell.

BLACK BLADE OF DISASTER (CONJURATION)



Level: Sor/Wiz 9, Mask 9
Duration: 1 round/level
Area of Effect: Special

Range: Caster
Casting Time: 9
Saving Throw: Fortitude negates

This spell enables the caster to create a black, blade-shaped planar rift, about three feet long. It jumps into the casters hand and is used as a normal sword, remaining there for the duration of the spell. The caster is considered to be proficient in this weapon and gains a +10 bonus to hit. The sword acts as a +5 weapon and deals 2d12 damage per strike and the victim must make a Fortitude save at +4 or be disintegrated.

BLASPHEMY (CONJURATION) [EVIL]



Level: Clr 7, Mask 8
Duration: Instantaneous
Area of Effect: 30-foot radius

Range: Caster
Casting Time: 1
Saving Throw: None

When uttered, this spell turns the cleric into a bridge between his god and the Prime Material Plane, allowing him to funnel magical energy to smite all creatures of non-evil alignment in the area of effect. The effects differ according to the target's level:

Less than 4 - Death

4 to 7 - Stunned for 10 rounds

8 to 11 - Loses 7 points of Strength for 5 rounds and stunned for 1 round.

12 and up - Stunned for 1 round.

There is no saving throw, and the effects last for the duration of the spell or until dispelled. This spell may only be cast by evil characters.

BLESS (CONJURATION)



Level: Clr 1, Pal 1, Tempus 1
Duration: 1 minute / level
Area of Effect: 25-foot radius

Range: Sight of Caster
Casting Time: 1 round
Saving Throw: None

Upon uttering this spell, the caster raises the attack bonus of allied creatures in the area of effect by +1. Bless counters and dispels Bane.

BLINDNESS (TRANSMUTATION)



Level: Brd 2, Clr 3, Sor/Wiz 2, Mask 2
Duration: 8 hours
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 2
Saving Throw: Fortitude negates

This spell blinds one creature. Blind creatures are at a significant disadvantage in combat, with a -2 penalty to AC, no AC bonus from dexterity, and attacks by the blind creature are 50% likely to outright miss (all opponents have full concealment).

BLINK (TRANSMUTATION)



Level: Brd 3, Sor/Wiz 3
Duration: 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 3
Saving Throw: None

Through this spell, the caster is able to enter a state where she is constantly phasing between the material and ethereal planes. While in this state attacks against the caster are 50% likely to outright fail, but the caster's attacks also suffer and are 20% likely to fail. In addition, spellcasting is 20% likely to fail when under the effects of this spell.

BLOOD RAGE (TRANSMUTATION)



Level: Sor/Wiz 4, Tempus 4
Duration: 20 rounds
Area of Effect: 1 allied creature

Range: Sight of Caster
Casting Time: 7
Saving Throw: None

This spell works only on player characters or allied creatures. When cast, the target of this spell goes berserk, attacking the nearest creature until that creature is dead, then moving to the next target. While under Blood Rage, the target is immune to charm, sleep, fear, hold, stunning, confusion, emotion, symbol spells, and related effects. In addition, the target gains +6 strength, +2 constitution, and a bonus to his/her movement rate. The spell has several disadvantages, however. The hit points of the target are masked for the duration of the spell, and the target cannot benefit from any effect that heals hit points. At the end of the spell's duration, the target becomes fatigued and their Strength drops to 3 for 2 turns. Blood Rage cannot affect creatures of lawful alignment.

BLUR (ILLUSION)



Level: Brd 2, Sor/Wiz 2, Mask 2
Duration: 1 minute / level
Area of Effect: Caster

Range: Caster
Casting Time: 2
Saving Throw: None

Blur causes the wizard's body to become blurred, shifting and wavering. This distortion gives the caster's attackers a 20% miss chance when trying to hit him.

BULL'S STRENGTH (TRANSMUTATION)



Level: Brd 2, Clr 2, Pal 2, Sor/Wiz 2, Lathander 2 Range: Touch
Duration: 1 hour/level Casting Time: 1 round
Area of Effect: 1 creature Saving Throw: None

This spell grants the target creature a 1d4 + 1 Strength bonus for the duration of the spell.

BURNING HANDS (TRANSMUTATION)



Level: Sor/Wiz 1 Range: Caster
Duration: Instantaneous Casting Time: 1
Area of Effect: Burst of flames 10 ft. Saving Throw: Reflex half
long centered on caster's hands

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. The flame jets are five feet in length and spread out in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of effect suffers 1d4 points of fire damage per caster level, to a maximum of 5d4 fire damage. A successful Reflex save halves the damage.

CACOFIEND (CONJURATION)



Level: Sor/Wiz 7 Range: Sight of Caster
Duration: 15 rounds Casting Time: 1 round
Area of Effect: Special Saving Throw: None

When this spell is cast it will create a demon that will go on a rampage attacking and killing everything in sight. Anyone protected from evil will not be targeted by the demon. This is a dangerous spell to invoke, saved best for desperate times.

CALL LIGHTNING (TRANSMUTATION)



Level: Drd 3, Rgr 4 Range: Sight of Caster
Duration: 10 rounds / level Casting Time: 1 round
Area of Effect: Sight of Caster Saving Throw: Reflex half

When a Call Lightning spell is cast, it must be cast outside, otherwise it will not work and the spell is wasted. The caster is able to call down bolts of lightning. The caster can call down one bolt per 10 rounds. The spell has a duration of 10 rounds per caster level. Each bolt causes 1d10 points of electrical damage for each of the caster's experience levels (maximum of 10d10). The bolt of lightning flashes down in a vertical stroke at any of the caster's enemies. The caster does not choose the targets of the spell, though the lightning will not strike any of his allies.

CARRION SUMMONS (CONJURATION)



Level: Sor/Wiz 6 Range: Sight of Caster
Duration: 7 rounds + 1 round/level Casting Time: 1 round
Area of Effect: Special Saving Throw: None

This spell conjures forth a mutated carrion crawler of enormous size that is under the caster's control. There is a 35% chance this spell will summon two carrion crawlers instead of just one.

CAT'S GRACE (TRANSMUTATION)



Level: Brd 2, Sor/Wiz 2
Duration: 1 hour / level
Area of Effect: 1 creature

Range: Touch
Casting Time: 2
Saving Throw: None

This spell grants the target creature a 1d4 + 1 Dexterity bonus for the duration of the spell.

CHAIN LIGHTNING (EVOCATION)



Level: Sor/Wiz 6, Talos 6
Duration: Instantaneous
Area of Effect: Special

Range: sight of caster
Casting Time: 5
Saving Throw: Reflex half

This spell releases a burst of electrical energy at a target; unlike the Lightning Bolt spell, however, once the bolt strikes the initial target, the electricity then jumps to the next nearest enemy doing significant, but less damage. The bolt initially inflicts 1-6 hit points of electrical damage/level of the caster, to a maximum of 20d6 points of damage. The bolt will jump to a number of other monsters equal to the caster's level inflicting half as much possible damage. A 19th level caster will hit the initial target for 19d6 worth of damage, while all subsequent targets will take 9d6 points of damage.

CHAMPION'S STRENGTH (TRANSMUTATION)



Level: Clr 5, Pal 5, Tempus 5
Duration: 10 minutes/level
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 2
Saving Throw: None

When this spell is cast, the caster effectively draws on the strength of his god and lends it to the target creature, in effect creating a champion. The target gains a 4+1d4 strength bonus for the duration of the spell. The effect lasts for 10 minutes/level of the caster or until dispelled.

CHANT (CONJURATION)



Level: Clr 2, Tempus 2
Duration: 10 rounds
Area of Effect: 30-foot radius

Range: Caster
Casting Time: 1 round
Saving Throw: None

By means of the Chant spell, the cleric brings special favor upon himself and his party, and causes harm to his enemies. When the Chant spell is completed, all the cleric's allies in the area of effect gain +1 to attack, damage, and saving throws, while the cleric's enemies suffer a -1 penalty to their attacks, damage and saves. Multiple Chants are not cumulative. This spell requires a moderate amount of concentration by the caster, so the cleric cannot cast any spells for the Chant's duration, and his movement is slowed by half.

CHAOS (ENCHANTMENT)



Level: Sor/Wiz 5
Duration: 1 round/level
Area of Effect: 20-foot radius

Range: Sight of Caster
Casting Time: 5
Saving Throw: Will negates

The effects of this spell are identical to the 4th level spell Confusion in all respects. The victims wander around as if in a daze, sometimes wandering away, sometimes attacking, either friend or foe. If the victim is 4th level or lower, he does not receive a saving throw versus the effects. However if the victim is 5th level or higher, he receives a Will save at -4. The spell lasts for the duration or until a successful dispel magic is cast.

CHAOTIC COMMANDS (ENCHANTMENT) [CHAOS]



Level: Clr 5, Tempus 5
Duration: 10 rounds / level
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 3
Saving Throw: None

Chaotic Commands renders a creature immune to magical commands. Charm, Dominate person, Command, Sleep, Confusion, and Symbol spells all fit into this category.

CHARM PERSON (ENCHANTMENT)



Level: Brd 1, Sor/Wiz 1, Oghma 2
Duration: 3 rounds +1 / level
Area of Effect: Humanoid of Saving Throw: Will negates
Medium-size or smaller

Range: Sight of Caster
Casting Time: 1

This spell affects any single person it is cast upon. The term person includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not. The person receives a Will save to avoid the effect. If the spell recipient fails his saving throw, he regards the caster as a trusted friend and ally to be heeded and protected. The caster may give him orders, and the charmed individual will carry them out as quickly as possible.

If the caster harms, or attempts to harm, the charmed person by some overt action, or if a dispel magic spell is successfully cast upon the charmed person, the charm spell is broken. If two or more charm effects simultaneously affect a creature, the most recent charm takes precedence. Note that the subject has full memory of the events that took place while he was charmed. Also note that you cannot have a charmed creature leave the area where he was charmed.

CHARM PERSON OR ANIMAL (ENCHANTMENT)



Level: Drd 2 Range: Sight of Caster
Duration: 4 rounds +1/level
Area of Effect: 1 Humanoid or Animal
Medium-sized or smaller

Casting Time: 5
Saving Throw: Will negates

This spell affects any single person or animal it is cast upon. The term "person" includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, lizard men, orcs, troglodytes, and others.

Thus, a 10th-level fighter could be charmed, but an ogre could not. If the save is failed, the victim regards the caster as a trusted friend and ally to be heeded and protected. The caster may give him orders, and the charmed individual will carry them out without question. Creatures remember everything while charmed and thus will usually be hostile to the caster upon expiration of the spell.

CHILL TOUCH (NECROMANCY)



Level: Sor/Wiz 1

Duration: 3 rounds + 1 round/level

Area of Effect: Caster

Range: Touch

Casting Time: 1

Saving Throw: Fortitude negates

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any creature upon which the wizard makes a successful melee attack. The touched creature must make a Fortitude save or suffer 1-4 points of cold damage and receive a -1 attack bonus modifier for one hour after being struck. If the creature is an undead creature, they are affected by panic (will negates) for 10 rounds. Undead suffer no damage or attack bonus.

CHROMATIC ORB (EVOCATION)



Level: Brd 1, Sor/Wiz 1

Duration: Special

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 1

Saving Throw: Reflex negates

This spell creates a 4-inch-diameter sphere that can be hurled unerringly to its target. The orb's effect depends on the level of the wizard: a 1st-level sphere inflicts 1-4 damage and blinds the target for one round. A 2nd-level sphere inflicts 1-6 damage and inflicts pain upon the victim. A 3rd-level sphere deals 1-8 damage and burns the victim for 1-3 fire damage. A 4th-level sphere deals 1-10 damage and blinds the target for four rounds. A 5th to 6th-level sphere deals 1-12 damage and stuns the target for three rounds. The 7th to 9th-level sphere deals 2-16 damage and paralyzes the victim for 13 rounds.

CIRCLE OF BLADES (EVOCATION)



Level: Clr 6, Pal 6, Helm 6, Tempus 6

Duration: 2 rounds

Area of Effect: 3-foot radius

Range: Caster

Casting Time: 9

Saving Throw: Reflex half

This spell conjures forth a wall of circling, razor-sharp blades that whirl and flash around the caster, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 points of damage, with a successful Reflex save for half damage. The caster is immobile for the duration of the spell.

CIRCLE OF BONES (NECROMANCY)



Level: Clr 3

Duration: 3 rounds

Area of Effect: 3-foot radius

Range: Caster

Casting Time: 3

Saving Throw: None

This spell conjures forth a barrier of floating bones that spin rapidly around the caster. Anyone entering their path takes 1d6 bludgeoning damage and 1d6 slashing damage per round. The caster cannot move for the duration of the spell.

CLOAK OF FEAR (CONJURATION)



Level: Clr 4, Bane 4
Duration: 3 rounds
Area of Effect: Caster

Range: Caster
Casting Time: 6
Saving Throw: Will negates

Cloak of Fear bestows the caster with an aura of fear in a 5-foot radius. All creatures that enter the cloak's area of effect must make a Will save or flee in panic for 1 turn, and must continue to make Will saves twice a round as long as they are in the cloak of fear's area of effect. The aura does not affect undead creatures.

CLOUDKILL (CONJURATION)



Level: Sor/Wiz 5
Duration: 10 rounds
Area of Effect: 15-foot radius

Range: Sight of Caster
Casting Time: 5
Saving Throw: Fortitude negates

This spell generates a billowing cloud of ghastly yellowish green vapors that is so toxic as to slay any creature with fewer than 4 Hit Dice, cause creatures with 4 to 6 Hit Dice to roll a Fortitude save or be slain. Holding one's breath has no effect on the lethality of the spell. All creatures with 4 Hit Dice or above must leave the cloud immediately or suffer 1d10 points of poison damage each round while in the area of effect with no save.

COLOR SPRAY (ILLUSION)



Level: Brd 1, Sor/Wiz 1
Duration: Instantaneous
Area of Effect: 5' x 20' x 20' wedge

Range: Caster
Casting Time: 1
Saving Throw: Will negates

This spell creates a vivid, fan-shaped spray of clashing colors to spring forth from the caster's hand. The spell affects each creature caught in the area of effect according to its hit dice:

Up to 2: Unconscious for 5 rounds
5 or more: Stunned for 1 round

3 or 4: Blinded for 3 rounds

Blind creatures are not affected by color spray.

COMMAND (ENCHANTMENT)



Level: Clr 1, Bane 1
Duration: 1 round
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 1
Saving Throw: Will negates

Upon completion of this spell the caster utters a command to the target creature to "die," which the victim will do its best to carry out by falling asleep. Creatures with 6 hit dice or more are allowed a Will save to resist the command. At the end of the round the creature awakens and is unharmed.

CONE OF COLD (EVOCATION)



Level: Sor/Wiz 5

Duration: Instantaneous

Area of Effect: Cone

Range: Caster

Casting Time: 5

Saving Throw: Reflex half

This spell releases a cone-shaped blast of extreme cold from the caster, doing 1d6 hit points of cold damage per level of the caster (15d6 maximum).

CONFUSION (ENCHANTMENT)



Level: Brd 3, Sor/Wiz 4

Duration: 1 round/level

Area of Effect: 30-foot radius

Range: Sight of Caster

Casting Time: 4

Saving Throw: Will negates

This spell causes confusion in one or more creatures within the area of effect, creating indecision and the inability to take effective action. All creatures within the area of effect are allowed a Will save with a -2 penalty to resist the spell effects. Confused creatures either go berserk, stand confused, or wander about for the duration of the spell.

CONJURE ANIMALS (CONJURATION)



Level: Dru 5, Rgr 6

Duration: 40 rounds

Area of Effect: Special

Range: Sight of Caster

Casting Time: 9

Saving Throw: None

This spell summons forth a massive mountain bear that will obey commands from the caster for the duration of the spell.

PLANAR BINDING: AIR ELEMENTAL (CONJURATION)



Level: Sor/Wiz 6, Selune 7

Duration: 3 rounds + 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to summon a 16 Hit Dice elemental from the Elemental Plane of Air. The elemental is initially hostile to the caster. Any creature not under the effects of Protection from Evil will be subject to the elemental's attacks.

PLANAR BINDING: EARTH ELEMENTAL (CONJURATION)



Level: Clr 7 Range: Sight of Caster

Duration: 3 rounds + 1 round/level

Area of Effect: Special

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to summon a 16 Hit Dice elemental from the Elemental Plane of Earth and bind it to his will. The elemental will fight on behalf of the caster until the spell duration expires or the elemental is destroyed.

PLANAR BINDING: FIRE ELEMENTAL (CONJURATION)



Level: Sor/Wiz 6

Duration: 3 rounds + 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to summon a 16 Hit Dice elemental from the Elemental Plane of Fire. The elemental is initially hostile to the caster. Any creature not under the effects of Protection from Evil will be subject to the elemental's attacks.

LESSER PLANER BINDING: AIR ELEMENTAL (CONJURATION)



Level: Sor/Wiz 5

Duration: 3 rounds +1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell summons an 8 hit dice air elemental to serve the caster for the duration of the spell. The elemental is initially hostile to the caster. Any creature not under the effect of Protection from Evil will be subject to the elementals attacks.

LESSER PLANER BINDING: EARTH ELEMENTAL (CONJURATION)



Level: Sor/Wiz 5

Duration: 3 rounds +1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell summons an 8 hit dice earth elemental to serve the caster for the duration of the spell. The elemental is initially hostile to the caster. Any creature not under the effect of Protection from Evil will be subject to the elementals attacks.

LESSER PLANER BINDING: FIRE ELEMENTAL (CONJURATION)



Level: Sor/Wiz 5

Duration: 3 rounds +1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell summons an 8 hit dice fire elemental to serve the caster for the duration of the spell. The elemental is initially hostile to the caster. Any creature not under the effect of Protection from Evil will be subject to the elementals attacks.

LESSER PLANAR BINDING: WATER ELEMENTAL (CONJURATION)



Level: Sor/Wiz 5

Duration: 3 rounds + 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell summons an 8 hit dice water elemental to serve the caster for the duration of the spell. The elemental is initially hostile to the caster. Any creature not under the effects of Protection from Evil will be subject to the elemental's attacks. .

PLANAR BINDING: WATER ELEMENTAL (CONJURATION)



Level: Sor/Wiz 6, Selune 7

Duration: 3 rounds + 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to summon a 16 Hit Dice elemental from the Elemental Plane of Water. The elemental is initially hostile to the caster. Any creature not under the effects of Protection from Evil will be subject to the elemental's attacks.

CONTAGION (NECROMANCY)



Level: Clr 3, Drd 3, Sor/Wiz 4

Duration: Permanent

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 4

Saving Throw: Fortitude negates

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. The afflicted creature is also slowed. These effects persist until the character receives a cure disease spell. A fortitude save negates the effects.

CONTROL UNDEAD (NECROMANCY)



Level: Sor/Wiz 7

Duration: 1 minute / level

Area of Effect: 30-foot radius

Range: Sight of Caster

Casting Time: 7

Saving Throw: Will negates

The control undead spell allows the caster to take control of 1-4 undead creatures within the area of effect. A Will save is allowed to negate the effect. The undead remain under control of the caster for the duration of the spell or until they are affected by a dispel magic.

CREEPING DOOM (CONJURATION)



Level: Drd 7 Range: Sight of Caster

Duration: 1 minute / level

Area of Effect: Special

Casting Time: 1 round

Saving Throw: None

Creeping Doom summons a horde of insects composed of various small beetles, spiders and other creatures. The swarms are capable of dealing devastating damage in a short period of time but are in turn fragile and easily killed.

CURE CRITICAL WOUNDS (CONJURATION)



Level: Brd 4, Clr 4, Drd 5

Duration: Instantaneous

Area of Effect: 1 creature

Range: Touch

Casting Time: 8

Saving Throw: None

When casting this spell and laying his hand upon a creature, the cleric heals $4d8 + 1$ point/level (up to +20) of damage to the creature's body.

CURE LIGHT WOUNDS (CONJURATION)



Level: Brd 1, Clr 1, Drd 1, Pal 1, Rng 2 Range: Touch
Duration: Instantaneous Casting Time: 5
Area of Effect: 1 creature Saving Throw: None

When casting this spell and laying his hand upon a creature, the cleric heals $1d8 + 1$ points of damage (maximum of $1d8 + 5$) to the creature's body.

CURE MODERATE WOUNDS (CONJURATION)



Level: Brd 2, Clr 2, Drd 3, Pal 3, Rng 3 Range: Touch
Duration: Instantaneous Casting Time: 5
Area of Effect: 1 creature Saving Throw: None

When casting this spell and laying his hand upon a creature, the cleric heals $2d8 + 1$ point/level of damage (maximum $2d8 + 10$) to the creature's body.

CURE SERIOUS WOUNDS (CONJURATION)



Level: Brd 3, Clr 3, Drd 4, Pal 4, Rgr 4, Ilmater 3 Range: Touch
Duration: Instantaneous Casting Time: 7
Area of Effect: 1 creature Saving Throw: None

When casting this spell and laying his hand upon a creature, the cleric heals $3d8 + 1$ point/level of damage (maximum $3d8 + 15$) to the creature's body.

DARTS OF BONE (NECROMANCY)



Level: Sor/Wiz 6 Range: Caster
Duration: 5 rounds Casting Time: 5
Area of Effect: Caster Saving Throw: Fortitude negates

This spell creates nine darts that can be used by the caster and cannot be unequipped so long as the spell is in effect. The darts are +3, do $1d4$ damage, and a creature struck by a dart must make a Fortitude save or take another $2d6$ damage and have its strength reduced by $1d4+1$ for 5 rounds. The caster's weapon proficiency with darts (or lack thereof) has no effect on the darts' chances to hit a target.

DEAFNESS (TRANSMUTATION)



Level: Brd 2, Sor/Wiz 2 Range: Sight of Caster
Duration: 1 day Casting Time: 2
Area of Effect: 1 creature Saving Throw: Fortitude negates

This spell will make the target totally deaf. Deafened spellcasters are 20% more likely to miscast any spell. This deafness can be done away with by a dispel magic spell and similar effects.

DEATH ARMOR (NECROMANCY)



Level: Sor/Wiz 2, Talos 2
Duration: 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 2
Saving Throw: None

This spell surrounds the caster with crackling black energy from the negative energy plane. The Death Armor will damage anyone who strikes the caster in melee, dealing $1d4 + 1$ per 2 caster levels (maximum of $1d4 + 5$) magic damage. Other non-living creatures such as constructs and golems are unaffected.

DEATH WARD (NECROMANCY)



Level: Clr 4, Drd 5, Pal 4, Helm 4
Duration: 10 minutes/level
Area of Effect: 1 creature

Range: Touch
Casting Time: 1 round
Saving Throw: None

This spell protects the target from all forms of death magic for the duration of the spell. This includes but is not limited to Power Word Kill, Death Spell and Finger of Death.

DECASTAVE (EVOCATION)



Level: Sor/Wiz 2
Duration: 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 2
Saving Throw: None

This spell creates a staff of force in the caster's hand which can be wielded as a weapon - weapon proficiency bonuses or penalties apply. The Decastave deals $1d8$ bludgeoning damage per hit, and can hit creatures immune to normal weapons. The staff also drains an additional $1d2$ hit points per strike that is transferred over to the wielder's own hit points. These extra hit points can take the wielder over his maximum hit points but any hit points gained in such a manner are temporary and will dissipate in a turn.

DEFENSIVE HARMONY (ENCHANTMENT) [LAWFUL]



Level: Clr 4, Pal 4, Helm 4
Duration: 6 rounds
Area of Effect: 10-foot radius

Range: Caster
Casting Time: 1
Saving Throw: None

Defensive Harmony allows a group of creatures to act as a single unit for a single battle or encounter, enhancing the coordination of their attacks and tactics. This effect is always centered on the caster but affects all those within a 10-foot radius. The affected can move outside of this area after the spell is cast and still enjoy the benefits of harmony. While the spell is in effect, each affected creature gains a +4 deflection armor bonus. This lasts for 6 rounds or until successfully dispelled.

DELAY POISON (CONJURATION)



Level: Brd 2, Clr 2, Drd 2, Pal 2, Rgr 1
Duration: Instantaneous
Area of Effect: 1 creature

Range: Touch
Casting Time: 1
Saving Throw: None

This spell will drastically slow the effects of poisons in a poisoned creature, increasing its chances of survival so there is time to find curative magic at a temple or from some other healers. This spell will also sober up a character that has drunken himself into a stupor.

DELAYED BLAST FIREBALL (EVOCATION)



Level: Sor/Wiz 7

Duration: Special

Area of Effect: 30-foot radius

Range: Sight of Caster

Casting Time: 7

Saving Throw: Reflex half

This spell creates a fireball that hovers at a point determined by the caster. The fireball will stay in position until someone walks too close to it, at which point it will explode for 1d8 points of damage per caster level. (Reflex save for half damage).

DESTRUCTION (NECROMANCY)



Level: Clr 7, Talos 7

Duration: Special

Area of Effect: 1 creature

Range: Close

Casting Time: 1 round

Saving Throw: Fortitude partial

This spell imbues the caster's hands with destructive negative energy that will release when a successful touch attack is made. This attack will instantly destroy a target, blasting it into small chunks. A Fortitude saving throw is allowed and if successful the target takes 10d6 magic damage instead of being destroyed. This spell has no affect on undead or constructs. Note that a character struck with a Destruction spell cannot be raised from the dead with a Raise Dead or Resurrection spell.

DIRE CHARM (ENCHANTMENT)



Level: Brd 2, Sor/Wiz 3, Bane 3

Duration: 20 rounds

Area of Effect: 1 Humanoid

Medium-sized or smaller

Range: Sight of Caster

Casting Time: 3

Saving Throw: Will negates

This spell is similar to the Charm Person spell. However, the affected creature goes into a berserk state, wanting no one to harm his master (the spell caster). Thus, the creature will fight enemies of the caster, even former allies. The spell is limited in the same manner as Charm Person Spell. The spell can affect any humanoid medium-sized or smaller. Thus, a 10th-level fighter could be charmed, but an ogre could not. A successful Will save will negate any effect.

DISINTEGRATE (TRANSMUTATION)



Level: Sor/Wiz 6

Duration: Instantaneous

Area of Effect: 1 Creature

Range: Sight of Caster

Casting Time: 6

Saving Throw: Fortitude partial

The spell makes a creature... vanish. When cast, a ball of green energy shoots forth from the caster to the target, who will be disintegrated unless they make a Fortitude save. This spell works on undead creatures. Even on a successful save the creature will still take 5d6 points of damage.

DISMISSAL (ABJURATION)



Level: Brd 4, Clr, 4, Sor/Wiz 5, Helm 5

Duration: Instantaneous

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 1

Saving Throw: Will negates

Upon completion of this spell the target summoned creature must make a Will save or be returned to the place it came from. The creatures Hit Dice is added to his Will save, while the caster's level is subtracted from it. This spell has no effect on creatures that are not summoned.

DISPEL MAGIC (ABJURATION)



Level: Brd 3, Clr 3, Drd 4, Pal 3,
Sor/Wiz 3, Oghma 3
Duration: Instantaneous
Area of Effect: 15-foot radius

Range: Sight of Caster
Casting Time: 3
Saving Throw: Will negates

A Dispel Magic spell removes magical effects upon anyone within the area of effect. This includes the effects of spells, potions and magical items. It does not, however, affect magical items themselves. Enemy creatures are allowed a Will save to resist, friendly creatures are automatically affected.

DIVINE SHELL (ABJURATION)



Level: Clr 6, Pal 6, Selune 6
Duration: 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 9
Saving Throw: None

When cast, this spell surrounds the caster with a defensive maelstrom of energy that blocks or deflects many attacks. This gives the caster a +6 deflection bonus to AC and a 10/- point damage reduction to most attack forms: electricity, fire, cold, and acid. It also gives the caster +2 to all of his/her saving throws and immunity to all missile-based attacks.

DOLOROUS DECAY (NECROMANCY)



Level: Clr 6
Duration: 10 rounds
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 9
Saving Throw: Fortitude negates

Dolorous decay is a rotting and withering of the body that spreads quickly and painfully throughout the afflicted creature. Afflicted creatures take 1 point of damage per second (up to a maximum of 60 points of damage) and are slowed for the duration of the spell. The target creature can resist the disease with a successful Fortitude save at a -2 penalty.

DOMINATE PERSON (ENCHANTMENT)



Level: Brd 4, Sor/Wiz 5, Bane 5
Duration: 1 minute / level
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 5
Saving Throw: Will negates

The domination spell enables the caster to control the actions of any creature while the spell is in effect. This control is maintained through a telepathic link between the caster and the victim. The target gets a Will save at -2 in order to avoid the effect.

DOOM (ENCHANTMENT)



Level: Clr 1, Talos 1
Duration: 1 minute/level
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 1 round
Saving Throw: None

This spell causes a feeling of doom to overwhelm the target. For the duration of the spell the target receives a -2 penalty to attack bonus and saving throws.

DRAW UPON HOLY MIGHT (EVOCATION)



Level: Clr 2, Pal 2, Tempus 2

Duration: 10 rounds

Area of Effect: Caster

Range: Caster

Casting Time: 2

Saving Throw: None

The caster calls upon his god to grant him power for a short period. When he does this his Strength, Constitution and Dexterity all are raised by 1 point for every 3 levels of the caster. A third level caster would have his abilities raised by 1, while a 12th level caster would have all his abilities raised by 4.

EAGLE'S SPLENDOR (TRANSMUTATION)



Level: Brd 2, Sor/Wiz 2, Oghma 1

Duration: 10 rounds / level

Area of Effect: Creature touched

Range: Caster

Casting Time: 1

Saving Throw: None

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits of Charisma-based skills and abilities.

ELEMENTAL BARRIER (ABJURATION)



Level: Clr 7, Drd 7, Sor/Wiz 7

Duration: 1 round/level

Area of Effect: 1 creature

Range: Touch

Casting Time: 7

Saving Throw: None

This spell confers damage resistance of 15/- to acid, fire, cold and electrical damage. This effect lasts for the duration of the spell or until dispelled.

ELEMENTAL LEGION (CONJURATION)



Level: Drd 9, Selune 9

Duration: 3 rounds + 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to summon four elementals, one from each of the elemental planes. The spell always summons 16 hit dice elementals. The elementals are initially hostile to the caster. Any creature not under the effects of Protection from Evil will be subject to the elementals' attacks.

EMOTION: FEAR (ENCHANTMENT)



Level: Brd 3, Sor/Wiz 4

Duration: 5 rounds

Area of Effect: Living creatures in 15' radius Saving Throw: Will negates

Range: Sight of Caster

Casting Time: 4

This spell creates the emotion of fear within the area of effect. All creatures affected by the spell flee for 5 rounds.

EMOTION: HOPE (ENCHANTMENT)



Level: Brd 3, Sor/Wiz 4, Illmater 4

Duration: 50 rounds

Area of Effect: Living creatures in 15' radius

Range: Sight of Caster

Casting Time: 4

Saving Throw: Will negates

This spell creates the emotion of hope within the area of effect. All creatures affected by the spell gain a +2 on their saving throws, attack rolls and damage rolls.

EMOTION: DESPAIR (ENCHANTMENT)



Level: Brd 3, Sor/Wiz 4, Bane 4, Mask 4

Duration: 5 rounds

Area of Effect: Living creatures in 15' radius

Range: Sight of Caster

Casting Time: 4

Saving Throw: Will negates

This spell creates the emotion of despair within the area of effect. All creatures affected by the spell gain a -2 on their saving throws, attack bonuses, and damage rolls.

EMOTION: RAGE (ENCHANTMENT)



Level: Brd 3, Sor/Wiz 4, Selune 4

Duration: 5 rounds

Area of Effect: 10-foot radius

Range: Sight of Caster

Casting Time: 4

Saving Throw: None

This spell creates the emotion of rage within the area of effect. All creatures affected by the spell gain +2 to Strength and Constitution, a +1 bonus to Will Saves, and a -1 penalty to AC. This spell does not stack with barbarian rage.

ENTANGLE (TRANSMUTATION)



Level: Drd 1, Rgr 1

Duration: 10 rounds

Area of Effect: 20-foot radius

Range: Sight of Caster

Casting Time: 4

Saving Throw: Reflex partial

When an Entangle spell is cast, it must be cast outside, otherwise it will not work and the spell is wasted. It causes vines to sprout forth from the ground to wrap, twist, and entwine any creatures in the area of effect, preventing movement. Creatures must make a Reflex save every round in order to move through the entangled area. Entangled creatures can still perform normal actions but cannot move and suffer a -2 penalty to attack rolls and a -4 penalty to dexterity. All creatures within the area of effect who make their Reflex save move at half rate.

EXALTATION (ABJURATION)



Level: Clr 3, Helm 3

Duration: 10 rounds

Area of Effect: 1 creature

Range: Touch

Casting Time: 1 round

Saving Throw: None

This spell enables a cleric to aid and protect any one being other than the cleric. By touch, the caster removes the effects of fear, sleep, feeble-mindedness, unconsciousness, intoxication, as well as berserk, confused, and hopeless states of mind. In addition, the recipient is protected against spells and other attacks that cause these effects for the duration of the spell.

EXECUTIONER'S EYES (DIVINATION)



Level: Sor/Wiz 9, Oghma 9, Mask 9

Duration: 10 rounds

Area of Effect: 15-foot radius

Range: Caster

Casting Time: 1

Saving Throw: None

This spell enhances the vision of allies, allowing them to see the hidden weaknesses of all creatures. The divination grants a +4 bonus to hit and a +4 bonus to critical hits (if you critical hit on a natural roll of 20, you now critically hit on any roll from 16-20) to all allies within the area of effect for the duration of the spell.

FAERIE FIRE (EVOCATION)



Level: Drd 1, Lathander 1, Selune 1

Duration: 1 minute/level

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 4

Saving Throw: None

This spell outlines a creature with a pale glow, making its position and movements easily visible - this has the effect of an armor class penalty of 2.

FEEBLEMINDED (ENCHANTMENT)



Level: Sor/Wiz 5, Ilmater 5, Bane 6

Duration: 20 rounds

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 5

Saving Throw: Will negates

This spell turns a target into a gibbering idiot for the duration of the spell. The victim is allowed a Will save at -2 to resist being stupefied. Feebleminded individuals cannot cast spells.

FIERY CLOUD (CONJURATION)



Level: Sor/Wiz 8

Duration: 10 rounds

Area of Effect: 10-foot radius

Range: Sight of Caster

Casting Time: 2

Saving Throw: Reflex half

This spell brings forth a thin, smoky cloud that fills the area of effect and initially appears harmless. However, one round later it sparks and flames, dealing 6d6 points of fire damage to anyone caught in the area of effect. The cloud will continue to flare at regular one round intervals for the duration of the spell.

FIND TRAPS (DIVINATION)



Level: Clr 2, Oghma 3

Duration: 10 rounds

Area of Effect: Caster

Range: Sight of Caster

Casting Time: 5

Saving Throw: None

This spell imbues the caster with a heightened awareness for danger around him or her. For the duration, he or she gains a +4 bonus to his or her Search skill.

FINGER OF DEATH (NECROMANCY)



Level: Drd 8, Sor/Wiz 7
Duration: Permanent
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 5
Saving Throw: Fortitude partial

The caster utters the finger of death incantation, points his index finger at the creature to be slain, and unless the victim makes a Fortitude save, the victim dies instantly. Even if the save is successful, however, the brush with death still inflicts 3d6 + 1 point/level of damage. Characters slain by a Finger of Death cannot be resurrected - they are gone forever.

FIRE SEEDS (CONJURATION)



Level: Drd 6 Range: Caster
Duration: 10 rounds
Area of Effect: Special

Casting Time: 1 round
Saving Throw: Reflex half

This spell creates a grenade-like missiles in the caster's inventory for every five levels (2 at 10th level, 3 at 15th level, etc...). When hurled, the seeds explode, doing 5d8 points of damage to everything within a five-foot radius. Creatures have a Reflex save for half damage.

FIRE SHIELD (BLUE) (EVOCATION)



Level: Sor/Wiz 4
Duration: 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 4
Saving Throw: None

The Blue Fireshield protects the user from fire damage by surrounding the caster with a shield of ice flames, which reduce all fire damage taken by 50%. Opponents striking the caster with melee attacks also suffer 1d6 + 1 point per level cold damage per hit.

FIRE SHIELD (RED) (EVOCATION)



Level: Sor/Wiz 4,
Duration: 3 rounds/level
Area of Effect: Caster

Range: Caster
Casting Time: 4
Saving Throw: None

The Red Fire Shield protects the user from cold damage by surrounding the caster with a shield of burning flames, which reduce all cold damage taken by 50%. Opponents striking the caster with melee attacks suffer 1d6 + 1 point per level fire damage per hit.

FIRE STORM (EVOCATION)



Level: Clr 8, Drd 7, Lathander 6, Talos 8
Duration: Instantaneous
Area of Effect: 20-foot radius

Range: Sight of Caster
Casting Time: 1 round
Saving Throw: Reflex half

This spell causes the area of effect to be covered in roaring flames - all creatures caught in the area of effect take 1d6 fire damage per level of the caster (max 20d6) for every round they remain in the area of effect. A successful Reflex save halves the damage.

FIREBALL (EVOCATION)



Level: Sor/Wiz 3
Duration: Instantaneous
Area of Effect: 20-foot radius

Range: Sight of Caster
Casting Time: 3
Saving Throw: Reflex half

Upon completion of this spell the caster hurls a fireball at the target, exploding upon impact and dealing 1d6 fire damage per caster level (maximum 10d6 fire damage) to all creatures in the area of effect. A successful Reflex save halves the damage.

FLAME ARROW (CONJURATION)



Level: Sor/Wiz 3
Duration: Instantaneous
Area of Effect: Special

Range: Sight of Caster
Casting Time: 3
Saving Throw: Reflex half

This spell enables the caster to hurl fiery arrows at his enemies. Each bolt inflicts 4-24 points of fire damage. Only half of the fire damage is inflicted if the creature rolls a successful Reflex save. The caster can fire one bolt for every four experience levels (two bolts at 8th level, three at 12th level, etc.).

FLAME BLADE (EVOCATION)



Level: Drd 2 Range: Caster
Duration: 10 rounds + 1 round/level
Area of Effect: Caster

Casting Time: 4
Saving Throw: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This blade-like ray is wielded as if it were a scimitar. Attacks with the Flame Blade are melee touch attacks. The blade deals 1d8 + 6 fire damage but does not gain the caster's Strength bonus to damage because it is immaterial.

FLAME STRIKE (EVOCATION)



Level: Clr 5, Drd 4, Rgr 4, Lathander 5
Duration: Instantaneous
Area of Effect: 10-foot radius

Range: Sight of Caster
Casting Time: 8
Saving Throw: Reflex half

When the caster evokes Flame Strike, a vertical column of fire blasts downward into the area of effect. All creatures caught in the area of effect take 1d6 fire damage per caster level (maximum 15d6), with Reflex save for half damage.

FLAYING (NECROMANCY)



Level: Sor/Wiz 8, Bane 8
Duration: 10 rounds
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 1
Saving Throw: Fortitude half

This horrid spell strips the flesh from a target. The target creature takes 1d4 slashing damage per caster level. In addition, the creature is afflicted with a magically induced bleeding wound that deals 1 damage for every 5 caster levels per round for the duration of the spell. A successful Fortitude save will halve the initial damage and negate the bleeding wound.

FLESH TO STONE (TRANSMUTATION)



Level: Sor/Wiz 6

Duration: Permanent

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 6

Saving Throw: Fortitude negates

This spell turns a creature to stone. They are allowed a Fortitude save to avoid the effect. The effects of this spell may be reversed with the 6th level wizard/sorcerer spell, Stone to Flesh.

FREEDOM OF MOVEMENT (ABJURATION)



Level: Clr 4, Drd 4, Pal 4, Rgr 4

Duration: 10 rounds / level

Area of Effect: 1 creature

Range: Touch

Casting Time: 7

Saving Throw: None

This spell gives the affected creature an immunity to magic that impedes movement (such as Grease, Web or Slow spells) and negates the effects of paralysis and hold spells.

FROST FINGERS (TRANSMUTATION)



Level: Drd 1 Range: Caster

Duration: Instantaneous

Area of Effect: 5-foot long, 120 degree arc

Casting Time: 1

Saving Throw: Reflex half

Upon completion of this spell chilling frost emanates from the caster's hands in the shape of a wedge in front of her. Any creature caught in the area of effect suffers 1d3 cold damage plus 1 cold damage per caster level, to a maximum of 1d3 + 10 cold damage. In addition the creature is slowed for 2 rounds. A successful Reflex save halves the damage and negates the slow effect.

GATE (CONJURATION)



Level: Clr 9, Sor/Wiz 9, Bane 7

Duration: 33 rounds

Area of Effect: Special

Range: Sight of Caster

Casting Time: 9

Saving Throw: None

By means of this spell, the caster calls an outer planar creature to attack his foes and himself if he's not careful. Any creature not under the effects of Protection from Evil will be subject to the demon's attacks. If the caster fails to protect himself in this manner, the demon will tear the caster and his companions apart, piece by piece and then feast on the remains.

GEDLEE'S ELECTRIC LOOP (EVOCAATION)



Level: Sor/Wiz 2, Talos 2

Duration: Instantaneous

Area of Effect: 5-foot radius

Range: Close

Casting Time: 2

Saving Throw: Reflex half

Upon completion of this spell a ring of electricity erupts from the caster, dealing 1d6 electricity damage per every two caster levels (maximum 5d6 electricity damage) to every creature within the area of effect. In addition, creatures struck by the ring are stunned for 1 round. A successful Reflex save halves the damage and negates the stunning effect.

GHOST ARMOR (CONJURATION)



Level: Brd 3, Sor/Wiz 3
Duration: 5 rounds/level
Area of Effect: 1 creature

Range: Touch
Casting Time: 1
Saving Throw: None

This spell creates a magical field of force with the strength of chainmail armor (deflection bonus +5). It is cumulative with Dexterity effects, armor bonuses and shield bonuses. The Ghost Armor spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spellcasting. It lasts until dispelled or until the duration runs out.

GHOUL TOUCH (NECROMANCY)



Level: Sor/Wiz 2
Duration: Special
Area of Effect: Living humanoid

Range: Touch
Casting Time: 2
Saving Throw: Fortitude negates

This spell brings the power of the ghoul to the caster's hands - when a successful touch attack is made, the victim must make a successful Fortitude save or be paralyzed and be covered with an awful carrion stench for 5 rounds. All creatures within a 10-foot radius of the victim, with the exception of the caster, suffer extreme nausea and are at a penalty of 2 for attack bonuses, damage, and saving throws. This penalty can be resisted with a successful Fortitude save every round a creature remains within 10 feet of the victim. Non-living creatures are unaffected by this spell.

GIANT VERMIN (TRANSMUTATION)



Level: Clr 4, Drd 4, Rgr 4
Duration: 10 rounds / level
Area of Effect: Special

Range: Sight of Caster
Casting Time: 7
Saving Throw: None

This spell summons a small insect to the caster, then enlarges it to giant size, creating a fearsome ally. The strength and kind of the insects varies according to the caster's level; the higher level the caster, the stronger the insect that is summoned.

GLOBE OF INVULNERABILITY (ABJURATION)



Level: Sor/Wiz 6, Helm 6
Duration: 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 1 round
Saving Throw: None

This spell is similar to the 4th level wizard spell, Minor Globe of Invulnerability, except that it protects the caster from 4th level spells as well.

GLYPH OF WARDING (ABJURATION)



Level: Clr 3, Helm 3
Duration: Special
Area of Effect: Special

Range: Sight of Caster
Casting Time: 1 round
Saving Throw: Reflex negates

A Glyph of Warding is a powerful inscription, magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box. Any creature violating the warded area sets off the glyph. A successful Reflex save enables the creature to escape the effects, but if the save is failed, the glyph deals 1-4 points of electrical damage/level of the caster to the victim.

GOODBERRY (TRANSMUTATION)



Level: Drd 1 Range: Caster

Duration: 1 Day/level

Area of Effect: 4 Sprigs

Casting Time: 1 round

Saving Throw: None

Casting a Goodberry spell creates four sprigs of magical berries that the caster can give to allies or carry themselves. These berries cure 1-4 points of damage when eaten. The sprig will only last one day per level of the caster, so it's not advisable to carry them around for too long.

GREASE (CONJURATION)



Level: Brd 1, Sor/Wiz 1

Duration: 1 round/level

Area of Effect: 5-foot radius

Range: Sight of Caster

Casting Time: 1

Saving Throw: Reflex half

A Grease spell covers the ground with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must make a Reflex save every round or have their movement rate slowed to a crawl as long as they are in the area of effect. Those who successfully save still move at half their normal speed while in the area covered by grease.

GREAT SHOUT (EVOCATION)



Level: Brd 6, Sor/Wiz 8, Oghma 7

Duration: Instantaneous

Area of Effect: 30-feet long, 10-foot diameter

Range: Caster

Casting Time: 1

Saving Throw: Fortitude half

Upon uttering the Great Shout, the caster releases a stunning force from his mouth in a 30-foot long, 10-foot diameter cone. Creatures within the area of effect must make a Fortitude save. Those who fail the save are stunned for 2 rounds, deafened for 4 rounds, and suffer 2d6 points of damage. Those who make the save are stunned for 1 round, deafened for 2 rounds, and suffer no damage.

GREATER COMMAND (ENCHANTMENT)



Level: Clr 5, Helm 5, Bane 5, Oghma 5

Duration: 1 round/level

Area of Effect: 20-foot radius

Range: Sight of Caster

Casting Time: 1

Saving Throw: Will negates

Similar to the first level spell 'Command', this spell enables the cleric to command all enemy creatures within the area of effect to "die" (sleep). They are allowed a Will save to negate the effects. Sleeping creatures that take damage will be awakened from their catatonic state and return to normal.

GREATER RESTORATION (NECROMANCY)



Level: Clr 7, Lathander 7

Duration: Instantaneous

Area of Effect: 1 creature

Range: Touch

Casting Time: 3

Saving Throw: None

This spell will cure a creature of all of the following ailments: energy drain, feeblemind, any form of insanity such as confusion or berserk states of mind, charm, domination, hopelessness, panic, and artificially induced sleep.

GREATER SHADOW CONJURATION (ILLUSION)



Level: Brd 6, Sor/Wiz 5, Mask 6

Duration: 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 5

Saving Throw: None

This spell shapes material from the Demiplane of Shadow into an illusionary monster under control of the caster. More powerful shadow creatures are summoned at higher caster levels.

GREATER SHIELD OF LATHANDER (CONJURATION) [GOOD]



Level: Clr 7

Duration: 3 rounds

Area of Effect: 1 creature

Range: Touch

Casting Time: 1 round

Saving Throw: None

This spell grants a target spell resistance of +40 and a damage reduction of 30/- to all forms of damage for the duration of the spell.

HARM (NECROMANCY)



Level: Clr 6, Drd 7, Ilmater 6

Duration: Special

Area of Effect: 1 creature

Range: Touch

Casting Time: 1 round

Saving Throw: Fortitude negates

This spell imbues the caster's hands with destructive negative energy that will release when a successful touch attack is made. This attack deals magic damage equal to all but 1d4 of the target's current hit points. This spell has no effect on undead or constructs.

HASTE (TRANSMUTATION)



Level: Brd 3, Sor/Wiz 3

Duration: 1 round/level

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 3

Saving Throw: None

Haste doubles the target creature's base movement and attack rate for the duration of the spell (spellcasting and spell effects are not sped up). Haste is not cumulative with itself or with other similar magic and will negate and cancel out the effects of a Slow spell.

HEAL (NECROMANCY)



Level: Clr 6, Drd 7, Lathander 6

Duration: Instantaneous

Area of Effect: 1 creature

Range: Touch

Casting Time: Instant

Saving Throw: None

Heal wipes away disease and injury from a target creature. It cures blindness, diseases, feeblemind and restores the target to maximum hit points if they have been injured. There is no effect when used on the Undead.

HEALING CIRCLE (CONJURATION)



Level: Brd 5, Clr 5, Drd 6
Duration: Instantaneous
Area of Effect: 30-foot radius

Range: Caster
Casting Time: 5
Saving Throw: None

This spell heals all friendly creatures within the area of effect by 1d8 hit points plus 1 hit point/level (maximum of 1d8 + 20).

HOLD ANIMAL (ENCHANTMENT)



Level: Drd 2, Rgr 2
Duration: 1 round/level
Area of Effect: 20-foot radius

Range: Sight of Caster
Casting Time: 5
Saving Throw: Will negates

This spell holds animals rigidly immobile. Only normal and giant-sized animals are affected by this spell. Strange monsters such as wyverns and carrion crawlers do not count as animals. The effect is centered on a point selected by the caster, and 1-4 animals within 20 feet of the target point are affected. Those who succeed on their Will save are unaffected by the spell. Being held does not prevent the worsening of the subject's condition due to wounds, disease, or poison.

HOLD MONSTER (ENCHANTMENT)



Level: Brd 4, Sor/Wiz 5
Duration: 1 round/level
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 5
Saving Throw: Will negates

This spell freezes the target in place, unable to take any action or defend itself in any way. Undead creatures are unaffected by this spell.

HOLD PERSON (ENCHANTMENT)



Level: Brd 2, Clr 2, Sor/Wiz 3, Helm 2
Duration: 1 round/level
Area of Effect: Special

Range: Sight of Caster
Casting Time: 3
Saving Throw: Will negates

This spell freezes the target in place, unable to take any action or defend itself in any way. Only humanoids of medium size or smaller are affected. Undead creatures are not affected.

HOLY AURA (ABJURATION)



Level: Clr 8, Ilmater 8
Duration: 1 round/level
Area of Effect: Allies in a 20' radius

Range: 20 ft.
Casting Time: 6
Saving Throw: None

A brilliant, divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells, and blinding evil creatures when they strike the subjects. This abjuration has four effects: First, the warded creatures gain a +4 deflection bonus to AC and a +4 bonus to all saves. Second, the warded creature gains +25 spell resistance. Third, the abjuration protects the creatures against charm and domination spells. Fourth, any creature of evil alignment who strikes (melee only) those protected by the Holy Aura must make a Fortitude save or be blinded for 3 rounds.

HOLY POWER (EVOCATION)



Level: Clr 4, Pal 4, Ilmater 5

Duration: 1 round/level

Area of Effect: Caster

Range: None

Casting Time: 6

Saving Throw: None

Through this spell the caster channels the power of his god throughout his entire being, amplifying the damage done by his attacks - the caster gains a +4 damage bonus for the duration of the spell.

HOLY SMITE (NECROMANCY) [GOOD]



Level: Ilmater 4, Lathander 4

Duration: Instantaneous

Area of Effect: 20-foot radius

Range: Sight of Caster

Casting Time: 3

Saving Throw: Reflex half

This spell calls upon energy from the Plane of Brilliance and opens a channel between it and the targets. Any evil creatures within the area of effect take 1d8 damage for every 2 levels of the caster with a Reflex save for half (maximum 5d8 damage). In addition, if victims fail their Reflex save, they are blinded for 1 round.

HOLY WORD (CONJURATION) [GOOD]



Level: Clr 7, Ilmater 7

Duration: Special

Area of Effect: 30-foot radius

Range: Caster

Casting Time: 1

Saving Throw: None

When uttered, this spell turns the cleric into a bridge between his god and the Material Plane, allowing him to funnel magical energy to smite all creatures of non-good alignment in the area of effect. The effects differ according to the target's level:

Less than 4	Death
4 to 7	Stunned for 10 rounds
8 to 11	Loses 7 points of Strength for 5 rounds and stunned for 1 round.
12 and up	Stunned for 1 round.

There is no saving throw, and the effects last for the duration of the spell or until dispelled. This spell may only be cast by good characters.

HORRID WILTING (NECROMANCY)



Level: Sor/Wiz 8, Ilmater 9, Talos 9

Duration: Instantaneous

Area of Effect: 30-foot radius

Range: Sight of Caster

Casting Time: 8

Saving Throw: Fortitude half

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage per caster level (max 25d8). Affected creatures are allowed a Fortitude save for half damage. Water-using/dwelling creatures get a -2 to their saving throws.

HORROR (NECROMANCY)



Level: Brd 2, Sor/Wiz 2, Bane 2
Duration: 4 rounds
Area of Effect: 15-foot radius

Range: Sight of Caster
Casting Time: 2
Saving Throw: Will negates

All enemies within the area of effect must make a Will save (at a +3 bonus) or flee in terror. Certain creatures, such as undead, are immune to this spell.

ICE BLADE (EVOCATION)



Level: Clr 3, Drd 2
Duration: 4 rounds + 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 4
Saving Throw: Reflex

This spell creates a segment of deep chilling cold that springs forth from the casters hand, taking the shape of a scimitar and wielded as one. Attacks with the Ice Blade are melee touch attacks. The blade deals 1d8 + 6 cold damage and the victim must make a Reflex save or be slowed for 2 rounds. The Ice Blade does not gain the caster's Strength bonus to damage because it is immaterial.

ICE DAGGER (EVOCATION)



Level: Sor/Wiz 1
Duration: Instantaneous
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 1
Saving Throw: None

Upon completion of this spell the caster hurls a magical shard of ice imbued with deep freezing cold, dealing 1d4 cold damage to the target creature per level of the caster (max of 5d4) and 1 cold damage to every creature in a 5-foot radius.

ICE STORM (EVOCATION)



Level: Drd 5, Sor/Wiz 4
Duration: Instantaneous
Area of Effect: 20-foot radius

Range: Sight of Caster
Casting Time: 4
Saving Throw: None

When this spell is cast, shards of ice smash down on all targets in the area of effect, inflicting 3d6 impact damage plus 2d6 cold damage.

ICELANCE (EVOCATION)



Level: Sor/Wiz 3
Duration: Instantaneous
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 3
Saving Throw: Fortitude half

This spell fires a magical lance of ice at a target of the caster's choosing. It automatically hits, inflicting 5-30 points of damage and forcing the target to make a Fortitude save or be stunned for 1-4 rounds.

IDENTIFY (DIVINATION)



Level: Brd 1, Sor/Wiz 1, Oghma 1
Duration: Instantaneous
Area of Effect: 1 item

Range: Touch
Casting Time: Special
Saving Throw: None

When this spell is memorized, the caster may identify the magical properties of one item in the caster's inventory. Go to the history page of an unidentified item and press the identify button to use the spell. The chance of identifying the item is 100%. The spell identifies the item's name, what it does, and if it is cursed.

IMPERVIOUS SANCTITY OF MIND (ABJURATION)



Level: Clr 7, Ilmater 7, Helm 7
Duration: 10 rounds
Area of Effect: Caster

Range: Caster
Casting Time: 1 round
Saving Throw: None

This spell steels the caster's mind against any outside influence. Charm, Command, Confusion, Domination, Fear, Feeblemind, Hold, Sleep, Hopelessness and any psionic attack directed at the caster will fail as long as this spell is in effect.

IMPROVED INVISIBILITY (ILLUSION)



Level: Brd 4, Sor/Wiz 4, Mask 4
Duration: 1 minute / level
Area of Effect: 1 creature

Range: Touch
Casting Time: 4
Saving Throw: None

This spell is similar to the Invisibility spell, but the recipient is able to attack, either with missile, melee weapons or spells, and remain unseen. However, telltale traces, a shimmering, allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known).

INFLECT CRITICAL WOUNDS (NECROMANCY)



Level: Clr 4
Duration: Special
Area of Effect: 1 creature

Range: Touch
Casting Time: 8
Saving Throw: Will half

This spell imbues the caster's hands with destructive negative energy that will release when a successful touch attack is made. This attack deals 1d8 points plus + 1 point per level of the caster of magic damage (maximum of 4d8 +20). This spell has no affect on undead or constructs.

INFLECT LIGHT WOUNDS (NECROMANCY)



Level: Clr 1
Duration: Special
Area of Effect: 1 creature

Range: Touch
Casting Time: 5
Saving Throw: Will half

This spell imbues the caster's hands with destructive negative energy that will release when a successful touch attack is made. This attack deals 1d8 points plus + 1 point of magic damage per caster level (maximum of 1d8 +5). This spell has no affect on undead or constructs.

INFLECT MODERATE WOUNDS (NECROMANCY)



Level: Clr 2

Duration: Special

Area of Effect: 1 creature

Range: Touch

Casting Time: 5

Saving Throw: Will half

This spell imbues the caster's hands with destructive negative energy that will release when a successful touch attack is made. This attack deals 2d8 points plus + 1 point per caster level of magic damage (maximum of 2d8 +10). This spell has no effect on undead or constructs.

INFLECT SERIOUS WOUNDS (NECROMANCY)



Level: Clr 3

Duration: Special

Area of Effect: 1 creature

Range: Touch

Casting Time: 5

Saving Throw: Will half

This spell imbues the caster's hands with destructive negative energy that will release when a successful touch attack is made. This attack deals 3d8 points plus + 1 point per caster level of magic damage (maximum 3d8 + 15). This spell has no affect on undead or constructs.

INSECT PLAGUE (CONJURATION)



Level: Clr 5, Drd 5, Rgr 5

Duration: 15 rounds

Area of Effect: 25-foot radius

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell summons a swarm of creeping, hopping, and flying insects. All creatures within the swarm suffer 1 hit point of damage every round, spell-casting is impossible, and any creatures of 2 Hit Dice or less will immediately attempt to flee the cloud as quickly as possible - creatures of 5 Hit Dice or less must make a Will save to remain with the swarm. Undead and constructs are unaffected by insect plague.

INVISIBILITY (ILLUSION/)



Level: Brd 2, Sor/Wiz 2

Duration: 10 minutes / level

Area of Effect: 1 creature

Range: Touch

Casting Time: 2

Saving Throw: None

This spell turns a creature invisible and makes it undetectable by normal vision or darkvision. The spell remains in effect until the duration has expired, it is magically broken or dispelled, or until the recipient talks to or attacks any creature. Thus the invisible being can open doors, eat, climb stairs, etc., but if he attacks or casts a spell, he immediately becomes visible (although the invisibility enables him to attack first).

INVISIBILITY PURGE (DIVINATION)



Level: Clr 3

Duration: Instantaneous

Area of Effect: 20 foot radius

Range: Personal

Casting Time: 8

Saving Throw: None

Any invisible creatures within the area of effect have their invisibility dispelled. This includes creatures that are in Sanctuary, Improved Invisibility, Shadow Door invisibility, misled, etc.

INVISIBILITY SPHERE (ILLUSION)



Level: Brd 3, Sor/Wiz 3, Mask 3

Duration: 10 minutes / level

Area of Effect: 10-foot radius

Range: Caster

Casting Time: 1 round

Saving Throw: None

This spell causes all creatures within 10' of the caster to vanish from sight and be undetectable by normal vision or even darkvision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible, items picked up disappear if tucked into the clothing or pouches worn by the creature. The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until the duration has expired. Thus the invisible being can open doors, talk, eat, climb stairs, etc., but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first.

IRON BODY (TRANSMUTATION)



Level: Sor/Wiz 8, Helm 8

Duration: 10 rounds/level

Area of Effect: Caster

Range: Caster

Casting Time: 8

Saving Throw: None

This spell transforms the caster's body into living iron, granting him several powerful resistances and abilities. While the spell is in effect, the caster has a 50/+3 damage reduction, takes half damage from fire and acid, and is immune to electricity. Spells that affect respiration or the physiology of the caster are ignored completely, such as poison, blindness, deafness, and disease to name a few. In addition, the caster gains a +6 strength bonus, a -6 dexterity penalty, and the caster can attack with iron fists for 1d6 crushing damage + strength bonuses. Unfortunately, the caster's movement becomes slow and awkward under the weight of his new body, setting his movement rate to half its normal rate, and he receives an 80% chance to fail at casting spells.

IRON SKINS (TRANSMUTATION)



Level: Clr 5, Rgr 5

Duration: 8 hours

Area of Effect: Caster

Range: Caster

Casting Time: 1 round

Saving Throw: None

This spell provides the caster with a damage reduction of 10/- to bludgeoning, piercing, and slashing damage. This resistance bonus only applies to a number of attacks equal to 1 attack for every 2 levels of the caster up to a maximum of 8, after which the spell will dissipate. This spell is not cumulative with itself or similar magicks (such as the 4th level wizard spell Stoneskin).

KNOCK (TRANSMUTATION)



Level: Sor/Wiz 2

Duration: Special

Area of Effect: Locked door or chest

Range: Sight of Caster

Casting Time: 1

Saving Throw: None

The Knock spell opens locked, held or arcane locked doors. It opens secret doors, as well as locked boxes or chests. It does not raise barred gates or similar impediments.

LANCE OF DISRUPTION (EVOCATION)



Level: Sor/Wiz 3

Duration: Instantaneous

Area of Effect: Special

Range: 60 feet

Casting Time: 3

Saving Throw: Reflex half

This spell creates a lance of force, extending from the caster to a specified point 60 feet in the distance. Any creatures in the lance's path take 5d4 points of bludgeoning damage, +2 points of damage per level of the caster (maximum of +30). Victims can roll a Reflex save for half damage.

LARLOCH'S MINOR DRAIN (NECROMANCY)



Level: Sor/Wiz 1

Duration: 1 hour

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 1

Saving Throw: None

With this spell the wizard drains the life force from a target and adds it to his own. The target creature suffers 1-4 damage, while the wizard gains 1-4 hit points. The extra hit points will disappear in an hour.

LESSER RESTORATION (NECROMANCY)



Level: Clr 2, Drd 2, Lathander 2

Duration: Instantaneous

Area of Effect: 1 creature

Range: Touch

Casting Time: 2

Saving Throw: None

This spell will restore ability score points to a character that has had them reduced by any number of magical effects.

LICH TOUCH (NECROMANCY)



Level: Sor/Wiz 6

Duration: 1 round/level

Area of Effect: Caster

Range: Touch

Casting Time: 6

Saving Throw: Fortitude half

This spell confers the powers of a lich's touch and a lich's immunities upon the caster. The wizard gains immunity to paralysis and fear while the spell is in effect, and his hands are imbued with a chilling force of negative energy. Successful touch attacks deal 1d10 cold damage and victims must roll a Fortitude save or be paralyzed for 1 turn. The touch attack is not effective against undead.

LIGHTNING BOLT (EVOCATION)



Level: Sor/Wiz 3, Talos 3

Duration: Instantaneous

Area of Effect: Special

Range: Sight of Caster

Casting Time: 3

Saving Throw: Reflex half

Upon casting this spell, the wizard releases a powerful stroke of electrical energy that inflicts 1-6 points of damage per level of the spellcaster to each creature within its area of effect (maximum damage of 10-60). A successful Reflex save reduces this damage to half (round fractions down). When the lightning bolt intersects with a wall it will fizzle out

LOWER RESISTANCE (TRANSMUTATION)



Level: Pal 5, Sor/Wiz 5
Duration: 20 rounds
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 5
Saving Throw: None

Using this spell, a wizard may attempt to reduce the magic resistance of a target creature. The magic resistance of the victim works against the Lower Resistance spell itself, but at only half its normal value. There is no saving throw. If the victim does not resist the effects of this spell, his magic resistance is reduced by 1 for every two levels of the caster.

LUCK (ENCHANTMENT)



Level: Brd 2, Sor/Wiz 2
Duration: 10 rounds
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 2
Saving Throw: None

The recipient of this spell gains a +1 bonus to luck for the duration of the spell. Luck weights die rolls in a character's favor - with a +1 bonus to luck, if 1d8 is rolled, the effective range becomes 2-8 - a roll of 1 becomes 2, a roll of 4 becomes 5, and a roll of 8 stays at 8. Most importantly luck influences damage dice rolls, attack bonuses, saving throws, and skill checks, but luck also works in more subtle ways. This spell is not cumulative with repeat castings.

MAGE ARMOR (CONJURATION)



Level: Brd 1, Sor/Wiz 1
Duration: 1 hour / level
Area of Effect: Creature touched

Range: Touch
Casting Time: 1 round
Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (Armor Bonus: 4). It is cumulative with Dexterity and with a shield bonus. The armor spell does not hinder movement, adds no weight or encumbrance, nor does it prevent spellcasting. It lasts until successfully dispelled or until the duration runs out.

MAGIC CIRCLE AGAINST EVIL (ABJURATION) [GOOD]



Level: Brd 3, Clr 3, Pal 3, Sor/Wiz 3, Ilmater 3
Duration: 10 rounds/level
Area of Effect: 10-foot radius

Range: Touch
Casting Time: 7
Saving Throw: None

When this spell is cast, all creatures within a 10' radius are affected individually by Protection from Evil, giving them +2 to Armor Class, +2 to Saving Throws and immunity to all charm-based spells.

MAGIC MISSILE (EVOCATION)



Level: Sor/Wiz 1
Duration: Instantaneous
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 1
Saving Throw: None

Use of the Magic Missile spell, one of the most popular first level spells, creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target, which must be a creature of some sort. Each missile inflicts 1d4+1 points of damage. For every two extra levels of experience, the wizard gains an additional missile - he has two at 3rd level, three at 5th level, four at 7th level, etc., up to a maximum of five missiles at 9th level.

MAGIC STONE (ENCHANTMENT)



Level: Clr 1, Tempus 1
Duration: 30 rounds
Area of Effect: Special

Range: Sight of Caster
Casting Time: 4
Saving Throw: None

By using this spell, the cleric temporarily enchants 3 small pebbles, which can be hurled at an opponent. Each stone is treated as a +1 magic weapon for purposes of what it can damage, and deals 1d6 + 1 crushing damage. Against undead the damage is doubled to 2d6 + 2 crushing damage.

MALAVON'S RAGE (EVOCAION)



Level: Sor/Wiz 7
Duration: Instantaneous
Area of Effect: 15-foot radius

Range: Caster
Casting Time: 1
Saving Throw: Reflex half

Malavon's Rage was created by the dark elf sorcerer Malavon. It shoots darts of pure energy out from the caster's body in all directions, harming friend and foe alike. The small wedges of magic do 20-80 points of piercing damage to everything caught in their path. This spell is especially useful when a mage is surrounded by enemies. A successful Reflex save will reduce the damage done by the spell by 50%.

MALISON (ENCHANTMENT)



Level: Sor/Wiz 4, Oghma 4
Duration: 2 rounds/level
Area of Effect: 30-foot radius

Range: Sight of Caster
Casting Time: 4
Saving Throw: None

This spell causes all enemy targets in the area of effect to suffer a -2 on all their saving throws as long as the spell is in effect.

MASS DOMINATE (ENCHANTMENT)



Level: Brd 8, Sor/Wiz 9, Bane 9
Duration: 1 round/level
Area of Effect: 20-foot radius

Range: Sight of Caster
Casting Time: 9
Saving Throw: Will negates

This spell forces all creatures not allied with the caster in the area of effect roll a Will save or be dominated as if affected by the 5th level spell Domination. Undead are unaffected by this spell.

MASS HASTE (TRANSMUTATION)



Level: Brd 6, Sor/Wiz 6
Duration: 3 rounds + 1 round/level
Area of Effect: 20-foot radius

Range: Sight of Caster
Casting Time: 3
Saving Throw: None

For all allies in the area of effect, Mass Haste doubles their base movement and attack rate for the duration of the spell (spellcasting and spell effects are not sped up). Mass Haste is not cumulative with itself or with other similar magic and will negate and cancel out the effects of a Slow spell.

MASS HEAL (CONJURATION)



Level: Clr 8, Drd 9, Lathander 9
Duration: Instantaneous
Area of Effect: All allies within 30 ft.

Range: Close (25 ft. + 5 ft/2 levels)
Casting Time: 1 round
Saving Throw: None

Mass Heal wipes away disease and injury from a target creature. It cures blindness, diseases, feeblemind and restores the target to maximum hit points if they have been injured. This variant of the Heal spell can affect several allies.

MASS INVISIBILITY (ILLUSION)



Level: Brd 7, Sor/Wiz 7, Mask 8
Duration: 10 minutes / level
Area of Effect: 30-foot radius

Range: Sight of Caster
Casting Time: 7
Saving Throw: None

Mass Invisibility hides all allied creatures within its area of effect as per the spell Invisibility.

MELF'S ACID ARROW (CONJURATION)



Level: Sor/Wiz 2
Duration: Special
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 2
Saving Throw: None

This spell creates a magical arrow that speeds to its target. The arrow has no attack or damage bonus, but it inflicts 2-8 points of acid damage. There is no splash damage. For every three levels the caster has achieved, the acid lasts another 1 round, inflicting another 2-8 points of damage. So at 3rd-5th level, the acid lasts 2 rounds, at 6th-8th level, the acid lasts for 3 rounds, etc.

MELF'S MINUTE METEORS (EVOCATION)



Level: Sor/Wiz 3
Duration: 8 hours
Area of Effect: Caster

Range: Caster
Casting Time: 3
Saving Throw: Reflex half

This spell enables the wizard to cast one small meteor for each level of the caster. Each meteor bursts into a 1-foot-diameter sphere upon impact and inflicts 1d4+3 points of damage and +3 points of fire damage to the creature struck. The meteors are treated as missiles hurled by the wizard with a +5 bonus to attack rolls and no penalty for range. The wizard may discharge up to five missiles per round.

METEOR SWARM (EVOCATION)



Level: Sor/Wiz 9, Lathander 9
Duration: 1 round
Area of Effect: 30-foot radius

Range: Sight of Caster
Casting Time: 9
Saving Throw: Reflex half

Upon completion of this spell, meteors bombard the area of effect, dealing devastating damage to friend or foe. All creatures in the area effect take 24d6 fire damage with a Reflex save for half damage. The caster is well advised to be careful in his use of this spell.

MIND BLANK (ABJURATION)



Level: Sor/Wiz 8
Duration: 1 Day
Area of Effect: One Creature

Range: Touch
Casting Time: 1
Saving Throw: None

In the interests of one's self-control and privacy, Mind Blank shields a creature's mind from almost any mental effect - Charm, Command, Dominate Person, Fear, Feeblemind, and any scrying by crystal balls or other divination methods.

MINOR ELEMENTAL BARRIER (ABJURATION)



Level: Clr 2, Drd 2, Pal 2, Rgr 1,
Sor/Wiz 2, Ilmater 1
Duration: 1 round/level
Area of Effect: 1 creature

Range: Touch
Casting Time: 5
Saving Throw: None

This spell toughens the target creature's body to withstand fire and cold, granting a 4/- fire and cold resistance bonus for the duration of the spell.

MINOR GLOBE OF INVULNERABILITY (ABJURATION)



Level: Sor/Wiz 4
Duration: 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 4
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from affecting the caster. This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical sphere with no penalty. The globe can be brought down by a successful Dispel Magic spell.

MINOR MIRROR IMAGE (ILLUSION)



Level: Brd 1, Sor/Wiz 1, Mask 1
Duration: 3 rounds + 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 1
Saving Throw: None

Upon casting this spell, the caster creates 1 image of himself that will travel along beside him. The image will perform all of the actions that the caster does so that if any enemies are trying to attack the caster they will not know which one is real. The image will disappear with a successful Dispel Magic, when attacked or when the spell duration runs out.

MIRROR IMAGE (ILLUSION)



Level: Brd 2, Sor/Wiz 2, Mask 3
Duration: 3 rounds/level
Area of Effect: Caster

Range: Caster
Casting Time: 1
Saving Throw: None

When a Mirror Image spell is invoked, the spellcaster causes two to eight duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which ones are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images shift from round to round so that an enemy must first hit every image before being able to hit the wizard.

MISCAST MAGIC (ENCHANTMENT)



Level: Clr 3

Duration: 10 rounds

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 5

Saving Throw: Will negates

Any spell casting creature that is affected by this spell has its casting ability severely disabled. When the creature attempts to cast a spell it has an 50% chance of failure. Creatures can roll a Will save to avoid the affect, but do so at -2.

MIST OF ELDATH (EVOCATION) [LAWFUL]



Level: Drd 7

Duration: 1 round

Area of Effect: 10-foot radius

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell blankets the area of effect with a green-blue mist - any creature within the mist will be cured of disease, poison, and healed of 25 points of damage.

MOLD TOUCH (TRANSMUTATION)



Level: Clr 3, Drd 3

Duration: Special

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 6

Saving Throw: Fortitude half

This spell infects the target creature with a rapidly-spreading brown mold. The infected creature receives a Fortitude save - if the saving throw is failed, the infection is severe and the creature takes damage as follows:

1st round: 4d6 damage

2nd round: 3d6 damage

3rd round: d6 damage

4th round: 1d6 damage

If the saving throw is successful, the damage is reduced:

1st round: 2d6 damage

2nd round: 1d6 damage

Each round after the first, the nearest creature within ten feet of the victim must make a Fortitude save or be infected by the mold at full strength. This process continues until the mold fails to infect a suitable host in time. Creatures already under the effects of the mold cannot contract it again. The brown mold quickly dies once the spell expires.

MOON NOTES (INVOCATION)



Level: Selune 2

Duration: Instantaneous

Area of Effect: 5' x 20' x 20' cone

Range: Caster

Casting Time: 3

Saving Throw: Reflex Half

This spell calls upon Selune's connection with moonlight and magic to invoke a spray of glowing spheres. The spell causes 4-16 points of magical energy damage to every creature caught in its path.

MOONBLADE (EVOCATION)



Level: Clr 3, Drd 3, Selune 3

Duration: 20 rounds

Area of Effect: Caster

Range: Caster

Casting Time: 6

Saving Throw: None

This spell summons forth a silent, weightless sword-like construct made of moonlight that extends 4 feet from the caster's hand. The moonblade is considered a +4 weapon for determining what creatures it can damage, though the bonus does not apply to THAC0. In addition, due to the insubstantial nature of the moonblade, melee bonuses from Strength do not apply.

The strike of a moonblade drains a target's vitality, inflicting 1d12+4 points of damage, and an additional 1d12 points to undead, who are particularly susceptible. A successful strike also temporarily scrambles magic, causing any spells the target casts in the next round to fail.

MORDENKAINEN'S FORCE MISSILES (EVOCATION)



Level: Sor/Wiz 4

Duration: Instantaneous

Area of Effect: Special

Range: Sight of Caster

Casting Time: 4

Saving Throw: Special

This spell creates a brilliant globe of magical energy that streaks forth from the caster's hand to unerringly strike its target, much like a Magic Missile spell. The wizard creates one missile at 7th level, and an additional missile at every third level after 7th - in other words, two missiles at 10th level, three at 13th, four at 16th, and so on, to a maximum of seven missiles at 25th level. Each missile inflicts 2d4 points of damage to the target and then bursts in a 5-foot radius concussive blast that inflicts 1 point of damage per level of the caster - for example, a 12th-level wizard could conjure two force missiles, each of which strikes for 2d4+12 points of damage. Creatures taking damage may attempt a Reflex save to negate the concussion damage, but the impact of the missile itself allows no saving throw. The 1st level wizard spell Shield will absorb the force missiles harmlessly, including the concussion damage.

MORDENKAINEN'S SWORD (EVOCATION)



Level: Sor/Wiz 7

Duration: 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 7

Saving Throw: None

This spell summons a shimmering sword of force that can be mentally wielded by the caster. Despite the fact it is held in the hand, it can hit creatures anywhere within the sight of the caster. The sword has a bonus to attack equal to the caster's level plus 4 and damages its target for 4d6+3 points of damage. It is considered a +3 weapon, so it can damage creatures normally that are resistant to damage from lesser magical items.

NEGATIVE ENERGY PROTECTION (ABJURATION)



Level: Clr 3, Lathander 3

Duration: 1 round/level

Area of Effect: 1 creature

Range: Touch

Casting Time: 1 round

Saving Throw: None

This spell employs positive energy to ward off the effects of negative energy from attacks such as those employed by wights, spectres, and vampires. The target creature is immune to energy drain for the duration of the spell.

NEUTRALIZE POISON (CONJURATION)



Level: Brd 4, Clr 4, Drd 3, Pal 4, Rgr 3
Duration: Instantaneous
Area of Effect: 1 creature

Range: Touch
Casting Time: 1
Saving Throw: None

When this spell is placed upon a poisoned individual, it immediately neutralizes any poison.

NON-DETECTION (ABJURATION)



Level: Rgr 4, Sor/Wiz 3
Duration: 1 hour/level
Area of Effect: 1 creature

Range: Touch
Casting Time: 3
Saving Throw: None

By casting this spell, the wizard makes the creature touched undetectable by divination spells that reveal a hidden or invisible creature (such as Detect Invisibility and Invisibility Purge).

OTILUKE'S FREEZING SPHERE (EVOCATION)



Level: Sor/Wiz 6
Duration: Instantaneous
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 6
Saving Throw: Reflex negates

This spell fires an orb of cold at a creature that inflicts 1d6 points of cold damage/level of the caster (maximum of 20d6). If the target makes its saving throw, however, they have dodged the orb and avoided all damage.

OTILUKE'S RESILIENT SPHERE (EVOCATION)



Level: Sor/Wiz 4
Duration: 1 round/level
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 1
Saving Throw: Reflex negates

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature (if it fails to successfully roll a Reflex save). The resilient sphere will contain its subject for the duration of the spell. The sphere is completely immune to all damage; the only method of removing the sphere is by the use of a Dispel Magic spell. Hence the creature caught inside the globe is completely safe from all attacks, but at the same time is completely unable to affect the outside world.

PHANTOM BLADE (EVOCATION)



Level: Brd 5, Sor/Wiz 5, Mask 6
Duration: 3 rounds + 1 round/level
Area of Effect: Special

Range: Caster
Casting Time: 5
Saving Throw: None

This spell creates a translucent, shadowlike, weightless area of magical force extending from the fingers of one of the caster's hands. This silent construct is blade-shaped. It has cutting edges that inflict damage just as do those of a real sword. The caster wields the phantom blade as if proficient with this weapon. The phantom blade acts as a +3 magical long sword in terms of hit and damage bonuses as well as the type of creatures it can hit. Due to its etheric nature it deals an extra +10 magic damage against undead. This sword can only be used by the caster and remains in her hand for the duration or until dispelled.

POISON (NECROMANCY)



Level: Clr 4, Drd 3
Duration: 20 seconds
Area of Effect: 1 creature

Range: Touch
Casting Time: 7
Saving Throw: Fortitude negates

This spell grants the caster the ability to touch a creature and instantly poison them. The poison deals 20 points of damage over 20 seconds, then dissipates from the target's body. Poison can only be cast by evil characters. A successful Fortitude save negates any effect.

POWER WORD BLIND (CONJURATION)



Level: Brd 8, Sor/Wiz 8, Tempus 7, Bane 8
Duration: Special
Area of Effect: 10-foot radius

Range: Sight of Caster
Casting Time: 1
Saving Throw: None

This spell blinds enemy creatures within the area of effect. The duration of the blindness depends on the Hit Dice of the creature. Creatures of 9 or less Hit Dice are blinded permanently, those greater than 9 HD but less than 20 are blinded for 1d4 +1 minutes, while those having 20 or greater Hit Dice are blinded for 1d4+1 rounds.

POWER WORD: KILL (CONJURATION)



Level: Sor/Wiz 9, Oghma 8, Tempus 9
Duration: Permanent
Area-of-Effect: 10-foot radius

Range: Sight of Caster
Casting Time: 1
Saving Throw: None

Similar to Power Word: Silence and Power Word: Stun, Power Word: Kill is perhaps the deadliest word of power. It kills one creature with up to 100 hit points, or multiple creatures with 20 or fewer hit points, up to a maximum of 200 hit points. The hit point checks are done against the creature's current hit points, not their maximum, so it will affect extremely tough creatures that have been wounded.

POWER WORD: SILENCE (CONJURATION)



Level: Brd 5, Sor/Wiz 6, Oghma 5, Bane 6
Duration: 2 rounds
Area of Effect: 1 Creature

Range: Sight of Caster
Casting Time: 1
Saving Throw: None

This spell allows the caster to utter one of the words of power. When spoken, Power Word: Silence can be invoked against any creature in range, preventing them from making a sound. No saving throw is allowed.

POWER WORD: SLEEP (CONJURATION)



Level: Brd 2, Sor/Wiz 2
Duration: 5 rounds
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 1
Saving Throw: Will negates

When a wizard calls upon a Power Word Sleep spell, he forces a comatose slumber upon a creature who must resist with a Will save or fall asleep. The creature will wake up if injured.

POWER WORD: STUN (CONJURATION)



Level: Sor/Wiz 7, Oghma 6, Tempus 8

Duration: Special

Area of Effect: 1 creature

Range: Sight of Caster

Casting Time: 1

Saving Throw: None

Similar to Power Word: Silence and Power Word: Kill, Power Word: Stun is another of the words of power. Creatures with less than 50 hit points are stunned for 4-16 rounds, those with 51 to 100 hit points are stunned for 2-8 rounds, those with 101 to 150 hit points are stunned for 1-4 rounds, and those with more than 151 hit points are unaffected. The spell checks the creature's current hit points, not their maximum, so even the toughest creatures can be affected by this spell if they are wounded.

PRAYER (CONJURATION)



Level: Clr 3, Pal 3, Tempus 3

Duration: 1 round/level

Area of Effect: 60-foot radius

Range: Caster

Casting Time: 6

Saving Throw: None

Prayer bestows favor on the caster and his allies, and curses their enemies. All attacks, damage, and saving throws by friendly characters gain +1, while enemy attacks, damage rolls and saves are all penalized by 1. Any creatures caught in the area of effect when the spell is cast will continue to be affected by the spell when they leave the area, so if the fighters want to chase down that fleeing goblin, the effects of the Prayer will last for the duration of the spell.

PRISMATIC SPRAY (EVOCATION)



Level: Brd 7, Sor/Wiz 7, Selune 9

Duration: Instantaneous

Area of Effect: 70 x 15-foot spray

Range: Caster

Casting Time: 7

Saving Throw: Special

This spell causes shimmering rays of light to flash from the wizard's hand, in a cone 70 feet long and 15 wide at its end. Any creature touched by the rays may be inflicted with a random effect depending on the color (see below), but any creature with 8 hit dice or less is blinded for 2-8 rounds, regardless of any additional effect. The colors of the prismatic spray do the following: red (inflicts 20 hit points of fire damage, Reflex for half), orange (40 hit points of acid damage, Reflex save for half), yellow (80 hit points of electrical damage, Reflex for half), green (Fortitude save or die - survivors still take 20 hit points of poison damage), blue (Fortitude or turn to stone), indigo (Will save or go insane), or violet (Will save or be warped to another plane and back again instantaneously with the lasting effects of having 5 levels drained). There is also an equal chance that any creature within the area of the spell will be hit by two of the beams.

PROTECTION FROM ACID (ABJURATION)



Level: Sor/Wiz 5

Duration: 10 rounds / level

Area of Effect: 1 creature

Range: Touch

Casting Time: 6

Saving Throw: None

This spell grants a damage resistance of 10/- against acid damage for the duration of the spell.

PROTECTION FROM ARROWS (ABJURATION)



Level: Sor/Wiz 2

Duration: 10 minutes / level

Area of Effect: 1 creature

Range: Touch

Casting Time: 3

Saving Throw: None

This spell grants the target a damage reduction of 10/+1 against missiles for the duration of the spell. The damage reduction increases with the level of the caster to 10/+2 at 5th level, 10/+3 at 10th, 10/+4 at 15th, and 10/+5 at 20th.

PROTECTION FROM ELECTRICITY (ABJURATION)



Level: Sor/Wiz 5, Talos 4

Duration: 10 rounds / level

Area of Effect: 1 creature

Range: Touch

Casting Time: 6

Saving Throw: None

This spell grants a damage resistance of 10/- against electrical damage for the duration of the spell.

PROTECTION FROM EVIL (ABJURATION) [GOOD]



Level: Clr 1, Pal 1, Ilmater 1, Helm 1, Brd 1

Duration: 1 minute / level

Area of Effect: 1 creature

Range: Touch

Casting Time: 1

Saving Throw: None

This spell forms a magic barrier around the target creature, granting a bonus of +2 deflection bonus to AC and saving throws. The target creature also becomes immune to control spells or effects.

PROTECTION FROM FIRE (ABJURATION)



Level: Clr 3, Drd 3, Rgr 2, Sor/Wiz 3, Selune 3

Duration: 3 rounds/level

Area of Effect: 1 creature

Range: Touch

Casting Time: 6

Saving Throw: None

This spell grants a damage resistance of 7/- against fire if the caster targets herself, or a 5/- fire damage resistance for anyone else. The effects lasts for the duration of the spell.

PROTECTION FROM LIGHTNING (ABJURATION)



Level: Clr 4, Drd 4, Rgr 3, Sor/Wiz 4

Duration: 5 rounds/level

Area of Effect: 1 creature

Range: Touch

Casting Time: 7

Saving Throw: None

This spell grants a 6/- electricity resistance bonus to the target creature that lasts for the duration of the spell.

PROTECTION FROM PETRIFICATION (ABJURATION)



Level: Sor/Wiz 1

Duration: 3 rounds/level

Area of Effect: Target

Range: Touch

Casting Time: 1

Saving Throw: None

This spell grants the recipient immunity to all petrification attacks. This includes basilisk and medusa gaze, etc.

RAINSTORM (EVOCATION)



Level: Drd 2 , Rgr 3
Duration: 2 rounds
Area of Effect: 30-foot radius

Range: Sight of Caster
Casting Time: 6
Saving Throw: Reflex half

This spell brings forth a magical rain that saturates the area of effect. All cold and fire-using/dwelling creatures take 2d3 points of magic damage per round. In addition, all creatures in the area of effect have a 50% chance per round of being struck by bolts of lightning that deal 2d6 electricity damage, with a Reflex save for half damage. Flame Blade spells, Shroud of Flame, and salamander auras are also extinguished.

RAISE DEAD (NECROMANCY)



Level: Clr 5, Lathander 5
Duration: Instantaneous
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 1 round
Saving Throw: None

The person has but 1 hit point when raised and must regain the rest by natural healing or curative magic. Raise Dead will not work on someone killed by a Death Spell, Finger of Death, Destruction, or Disintegrate. Note that when this spell is inscribed on a scroll, its power is diminished. A scroll of Raise Dead may not work unless invoked at the place where the target died.

RAY OF ENFEEBLEMENT (NECROMANCY)



Level: Sor/Wiz 2
Duration: 1 round/level
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 2
Saving Throw: Fortitude negates

By means of a Ray of Enfeeblement, a wizard weakens an opponent, reducing its strength and therefore the attacks that rely upon it. The victim's Strength is reduced by 15 for the duration of the spell, unless a Fortitude save is made. Any associated penalties with having a reduced Strength apply. The effects of this spell are not cumulative with repeat castings.

RECITATION (ABJURATION, INVOCATION/EVOCATION)



Level: Clr 4, Pal 4, Tempus 4
Duration: 1 round/level
Area of Effect: 60-foot radius

Range: Caster
Casting Time: 7
Saving Throw: None

By reciting a sacred passage or declaration, the caster invokes his deity's blessing upon himself and his allies, while sowing confusion and weakness among his enemies. The caster's allies gain a +2 bonus to their attack and saving throws, and enemies of the caster receive a -2 penalty to their attacks and saving throws. This spell does not nullify a prayer spell - the two may be cast in tandem, and the effects are cumulative.

REMOVE CURSE (ABJURATION)



Level: Brd 3, Clr 3, Sor/Wiz 4

Duration: Permanent

Area of Effect: Special

Range: Touch

Casting Time: 6

Saving Throw: None

Upon casting this spell, the caster is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the Remove Curse spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or more.

REMOVE DISEASE (ABJURATION)



Level: Brd 3, Clr 3, Drd 3, Rgr 3

Duration: Instantaneous

Area of Effect: 1 creature

Range: Touch

Casting Time: 1 round

Saving Throw: None

When this spell is placed on a diseased individual, it immediately cures them and restores 5 lost hit points.

REMOVE FATIGUE (TRANSMUTATION)



Level: Clr 4, Ilmater 2

Duration: Instantaneous

Area of Effect: 1 creature

Range: Touch

Casting Time: 1 round

Saving Throw: None

This spell restores the stamina of the creature touched, rendering the creature as if freshly awakened from a night of perfect sleep. Spellcasters will still need to rest their minds for 8 hours in order to prepare or ready their spells however.

REMOVE FEAR (ABJURATION)



Level: Clr 1 Range: Close

Duration: 10 minutes

Area of Effect: 30-foot radius

Casting Time: 1

Saving Throw: None

This spell instills courage within all allies in the area of effect, yielding a morale bonus against fear effects. If the subject is suffering from a fear effect when receiving the spell, the fear effect is removed.

REMOVE PARALYSIS (ABJURATION)



Level: Clr 2, Pal 2

Duration: Permanent

Area of Effect: 25' Radius

Range: Close

Casting Time: 6

Saving Throw: None

The caster can free creatures from the effects of any paralyzation or related magic (such as a ghoul touch, or a Hold Person spell). The spell does not restore ability scores reduced by penalties, damage, or loss.

RESURRECTION (NECROMANCY)



Level: Clr 7, Lathander 8
Duration: Instantaneous
Area of Effect: 1 creature

Range: Touch
Casting Time: 10 rounds
Saving Throw: None

Restoring life to the dead is one of the cleric's most powerful spells. Resurrection can restore a character to life with full hit points; the deceased character must be in the party for this spell to work. Resurrection will not work on someone killed by a Death Spell, Finger of Death, Destruction, or Disintegrate. Unlike Raise Dead, Resurrection will work on elven characters.

Note that when this spell is inscribed on a scroll, its power and range is diminished. A scroll of Resurrection only works when invoked at the place where the target died; if the caster leaves the area and attempts to resurrect his companion, the scroll will not work.

RIGID THINKING (ENCHANTMENT)



Level: Clr 3, Bane 3
Duration: 1 round/level
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 5
Saving Throw: Will negates

The target of this spell must make a Will save or randomly wander, attack the nearest person, or stand confused.

SANCTUARY (ABJURATION)



Level: Clr 1, Selune 1
Duration: 1 round/level
Area of Effect: 1 Creature

Range: Touch
Casting Time: 6
Saving Throw: None

This spell prohibits enemies of the warded creature from taking offensive action against him. While protected by this spell, the subject cannot perform any action other than movement without breaking the spell's effects.

SEE INVISIBILITY (DIVINATION)



Level: Brd 2, Sor/Wiz 2, Oghma 2
Duration: Instant
Area of Effect: Sight of Caster

Range: Sight of Caster
Casting Time: 2
Saving Throw: None

When the wizard casts a See Invisibility spell, he dispels any invisibility and reveals any hidden characters in the area of effect (i.e., thieves using stealth). Note: if an invisible creature enters the area of effect after the spell has already been cast, the creature will remain invisible.

SEVEN EYES (ABJURATION)



Level: Sor/Wiz 7, Helm 8
Duration: 20 rounds
Area of Effect: Caster

Range: Caster
Casting Time: 7
Saving Throw: None

This spell conjures forth seven magical orbs that float in a ring above the caster's head. Each eye has a defensive and offensive ability, though once either one is used the eye will lose its power. Any subsequent castings of Seven Eyes will fail if cast before the expiration time, whether or not any eyes remain. The powers of each eye are described below.

Eye of the Mind - This orb protects the caster against mental attacks, such as charm, emotion, and fear. The eye may be expended as the 1st level wizard spell Charm Person.

Eye of the Sword - This eye deflects the first physical damaging attack that strikes the caster. The eye may be expended as the 1st level wizard spell Magic Missile (5 missiles).

Eye of the Mage - This eye absorbs one manifestation of fire, electrical, cold, or acid damage. The eye can also be expended as the 3rd level wizard spell Lightning Bolt (4d8 damage).

Eye of Venom - This eye halts any one attack or effect that could poison the caster. The eye can also be used to poison one creature, dealing 30 points of damage over a period of 30 seconds.

Eye of the Spirit - This eye blocks one instant-death magic attack (Death Spell, Finger of Death, Power Word Kill, Slay Living, Destruction). The wizard may instead choose to expend the eye's power similar to a ray of enfeeblement, dropping a target's strength by -10, reducing its chance to hit, and the damage it deals.

Eye of Fortitude - This eye blocks one stunning, deafness, blindness, or silence effect. It may alternatively be expended as the 4th level wizard spell, Shout.

Eye of Stone - This eye shields the caster from a single petrification attack. It can also be used as the spell, Hold Person.

Any subsequent castings of Seven Eyes will fail if cast before the original spell expires, whether or not any eyes remain.

SHADES (ILLUSION)



Level: Brd 6, Sor/Wiz 6, Mask 7

Duration: 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 6

Saving Throw: None

This spell shapes material from the Demiplane of Shadow into an illusionary monster under control of the caster. This shadowy creature has only 60% of the hit points of its real-world counterpart, although its attacks do full damage. More powerful shadow creatures are summoned at higher caster levels.

SHADOW CONJURATION (ILLUSION)



Level: Brd 5, Sor/Wiz 4, Mask 5

Duration: 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 4

Saving Throw: None

This spell shapes material from the Demiplane of Shadow into an illusionary monster under control of the caster. This shadowy creature has only 20% of the hit points of its real-world counterpart, although its attacks do full damage. More powerful shadow creatures are summoned at higher caster levels.

SHAMBLER (CONJURATION)



Level: Dru 9
Duration: 8 hours
Area of Effect: Special

Range: Sight of Caster
Casting Time: 1 round
Saving Throw: None

This spell creates a shambling mound of 11 HD which willingly aid the caster in combat or whatever other duties it is assigned and has the capability to carry out.

SHIELD (ABJURATION)



Level: Sor/Wiz 1
Duration: 5 rounds/level
Area of Effect: Caster

Range: Caster
Casting Time: 1
Saving Throw: None

Shield creates an invisible, mobile disk of force that hovers in front of the caster. It negates Magic Missile attacks directed at the caster. The disk also intercepts attacks, providing +7 AC and +3 on Reflex saves against attacks that affect an area.

SHIELD OF LATHANDER (CONJURATION) [GOOD]



Level: Clr 5, Lathander 4
Duration: 2 rounds
Area of Effect: 1 creature

Range: Touch
Casting Time: 8
Saving Throw: None

This spell grants the target a 3/- damage resistance bonus to bludgeoning, slashing, piercing, fire, cold, acid, and electricity damage for the duration of the spell.

SHILLELAGH (TRANSMUTATION)



Level: Drd 1
Duration: 10 rounds / level
Area of Effect: Caster

Range: Caster
Casting Time: 2
Saving Throw: None

This spell creates a magical cudgel that is +1 attack bonus and inflicts 1d10+1 bludgeoning damage per strike.

SHOCKING GRASP (TRANSMUTATION)



Level: Sor/Wiz 1, Talos 1
Duration: Special
Area of Effect: 1 creature

Range: Touch
Casting Time: 1
Saving Throw: None

This spell imbues the caster's hands with a powerful electrical charge that will release when a successful touch attack is made. The attack deals 1d8 points of electrical damage +1 point per caster level. The electrical charge is sufficient for one successful attack, and once an opponent has been touched, the spell's energy is used up.

SHOUT (EVOCATION)



Level: Brd 4, Sor/Wiz 4, Oghma 4
Duration: Instantaneous
Area: Cone

Range: Close (30 ft. long, 10 ft. diameter)
Casting Time: 1
Saving Throw: Fortitude partial (see text)

The caster emits an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area of effect is deafened for 2d6 rounds and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half.

SHROUD OF FLAME (EVOCATION)



Level: Sor/Wiz 5
Duration: 5 rounds
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 5
Saving Throw: Reflex negates

This spell causes a creature to burst into flames if it fails a Reflex save. The creature will burn for 3d6 points of damage every round, and gouts of flame erupt from the burning target, causing any creatures within ten feet of the target to take 1d6 points of damage from the flames. Anyone hit by the victim's flames must also make a Reflex save to avoid contracting the shroud themselves.

SILENCE (ILLUSION)



Level: Brd 2, Clr 2, Bane 2
Duration: 2 rounds/level
Area of Effect: 15-ft.-radius

Range: Sight of Caster
Casting Time: 5
Saving Throw: Will negates or none

Upon casting this spell, silence prevails in the affected area. If cast upon an unwilling creature, the creature can make a Will save to negate the spell's effects. If cast at a point in space, anything that enters the area of effect is unable to emit sound without a save.

SKULL TRAP (NECROMANCY)



Level: Sor/Wiz 3
Duration: Special
Area of Effect: Special

Range: Sight of Caster
Casting Time: 3
Saving Throw: Reflex half

Upon casting this spell, a skull is thrown by the caster at the target area. The skull floats in the area until a creature comes within 5 feet of it. When this happens the skull is triggered and explodes, damaging everyone within a 10-foot radius. The damage inflicted is equal to 1-6 hit points per level of the caster. When casting this spell it is wise to set it far away from the party, lest they set it off accidentally. Resting or leaving the area the Skull Trap is in will make it disappear harmlessly. A successful Reflex save will do 50% less damage.

SLAY LIVING (NECROMANCY)



Level: Clr 5, Talos 5
Duration: Instantaneous
Area of Effect: 1 creature

Range: Touch
Casting Time: 1 round
Saving Throw: Fortitude partial

This spell imbues the caster's hands with destructive negative energy that will release when a successful touch attack is made. This attack will instantly slay a living creature unless a Fortitude save is made, in which case the creature takes 3d6 + 1/level points of magic damage instead. This spell has no effect on undead or constructs.

SLEEP (ENCHANTMENT)



Level: Brd 1, Rgr 2, Sor/Wiz 1, Mask 1

Duration: 5 rounds/level

Area of Effect: 15-foot radius

Range: Sight of Caster

Casting Time: 1

Saving Throw: None

A Sleep spell causes a comatose slumber to come upon creatures in the area of effect. A maximum of 2d4 hit dice of living creatures are affected, though creatures with 5 or more hit dice are immune. Sleeping creatures are helpless, but will awaken upon taking damage.

SLOW (TRANSMUTATION)



Level: Brd 3, Sor/Wiz 3

Duration: 1 round/level

Area of Effect: 20-foot radius

Range: Sight of Caster

Casting Time: 3

Saving Throw: Will negates

Slow causes creatures to move and attack at 1/2 of their normal rates. It negates Haste, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures suffer -2 to attack bonus, -2 to dodge bonus, and -2 to their reflex saves. To make matters worse, creatures save at -4 vs. this spell.

SMASHING WAVE (EVOCATION)



Level: Drd 5, Rgr 5

Duration: Instantaneous

Area of Effect: 5-foot wide wave

Range: 40 feet

Casting Time: 1 round

Saving Throw: Reflex half

This spell summons a wave of water that moves in the direction willed by the caster, striking all in its path with massive force. The wave deals 1d8 crushing damage per caster level (maximum 15d8), and in addition, there is a 25% chance a creature struck is stunned for 2 rounds, and a 5% chance the creature is knocked unconscious. If the creature struck makes a successful Reflex save, the damage is reduced by half and the creature avoids being stunned or knocked unconscious.

SNAKEBITE (TRANSMUTATION)



Level: Drd 3, Rgr 4

Duration: 1 round/level

Area of Effect: Caster

Range: Caster

Casting Time: 5

Saving Throw: Fortitude negates

This spell transforms the caster's hands and arms into snakes which can be employed in combat, attacking twice per round. Each attack deals 1d3 piercing damage and the target must roll a Fortitude save or be poisoned - the poison paralyzes and deals 6 poison damage per round over the next 4 rounds.

SNILLOC'S SNOWBALL SWARM (EVOCATION)



Level: Sor/Wiz 2

Duration: Instantaneous

Area of Effect: 10-foot radius burst

Range: Sight of caster

Casting Time: 2

Saving Throw: Reflex half

This spell causes a flurry of snowballs to erupt from a point within range. The swarm of snowballs deals 2d6 points of cold damage. For every two caster levels beyond 3rd, the snowballs deal an extra die of damage, to a maximum of 5d6 at 9th level or higher. Fire-based creatures suffer double damage if they fail their save.

SOL'S SEARING ORB (EVOCATION)



Level: Clr 6, Drd 6, Rgr 6
Duration: Instantaneous
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 6
Saving Throw: Fortitude half

Upon completion of this spell the caster hurls a brilliant, blazing sphere at a target creature. When it hits it explodes in a flash of light, blinding the target creature and dealing 6d12 points of fire damage. A successful Fortitude save avoids the blindness and halves the damage. Dwarf and gray dwarves must make their saving throw against blindness at a -4 penalty. Undead creatures are particularly vulnerable to this spell and take double damage.

SOUL EATER (NECROMANCY)



Level: Sor/Wiz 6, Mask 7
Duration: Instantaneous
Area of Effect: 10-foot radius

Range: Sight of Caster
Casting Time: 5
Saving Throw: Fortitude negates

This spell deals 3d8 damage to all living creatures within a 10-foot radius. Any creatures that die as a result of this damage are obliterated and their essence is transformed into a 3 hit dice skeleton under control of the caster. Also, for each creature that dies in this manner the caster receives a +1 bonus to Strength, Dexterity, and Constitution for 1 turn. Soul Eater has no effect on undead, constructs, and elemental creatures.

SPELL RESISTANCE (TRANSMUTATION)



Level: Clr 5, Pal 5
Duration: 1 rounds / level
Area of Effect: 1 creature

Range: Touch
Casting Time: 1 round
Saving Throw: None

This spell grants the recipient a spell resistance of 12 + 1 per level of the caster. This effect will last for the duration of the spell or, ironically enough, until dispelled. This spell will replace whatever spell resistance that the creature already has, so it is possible that the recipient could have his spell resistance lowered by the spell.

SPELL SHIELD (ABJURATION)



Level: Clr 2, Helm 2
Duration: 5 rounds
Area of Effect: 1 creature

Range: Sight of Caster
Casting Time: 2
Saving Throw: None

This spell grants a +3 bonus to Will saves for the duration of the spell.

SPIDER SPAWN (CONJURATION)



Level: Sor/Wiz 4
Duration: 5 rounds + 1 round/level
Area of Effect: Special

Range: Sight of Caster
Casting Time: 6
Saving Throw: None

This spell conjures a large spider which is brought under the caster's telepathic control. The type of spider that appears depends upon the level of the caster:

7th : Giant spider

9th : Phase spider

12th+ : Sword spider

SPIKE GROWTH (TRANSMUTATION)



Level: Drd 3

Duration: 10 rounds

Area of Effect: 20-foot radius

Range: Sight of Caster

Casting Time: 6

Saving Throw: Reflex partial

This spell transforms the surrounding terrain into spiky plants. Any creature entering the area takes 1d4 points of piercing damage and must make a Reflex save or suffer injuries to the feet that slow the character's speed by one-third.

SPIKE STONES (TRANSMUTATION)



Level: Drd 4

Duration: 12 rounds

Area of Effect: 15-foot radius

Range: Sight of Caster

Casting Time: 6

Saving Throw: Reflex half

This spell warps the surrounding rock, reshaping the terrain into spiked projections that blend into the background. Any creature entering the area takes 1d8 hit points of piercing damage per round and must make a Reflex save or have its movement rate reduced by half.

SPIRIT ARMOR (NECROMANCY)



Level: Brd 4, Sor/Wiz 4

Duration: 5 rounds/level

Area of Effect: 1 creature

Range: Touch

Casting Time: 3

Saving Throw: None

This spell creates a corporeal barrier around the target's body by tapping into the target's life force. The armor itself is weightless, and does not hinder movement or spell casting. In addition, the Spirit Armor will not work cumulatively with any other armor, however, dexterity, deflection, and shield bonuses still apply. While in effect, the armor bonus is +6, as if he were wearing splint mail. Also, due to the magical nature of the spell, the recipient will receive a +3 bonus to Reflex saves. There is a danger to using the target's life force to power the spell, as when the spell expires, the external portion of the spirit is temporarily lost and 2d4 points of damage is incurred.

SPIRITUAL WEAPON (EVOCATION)



Level: Clr 2

Range: Caster

Saving Throw: None

Casting Time: 5

Duration: 1 round/level

By calling upon his deity, the caster brings into existence a magical hammer, which may be used as a weapon. This hammer is composed of pure force and can be used to strike targets from a safe distance, dealing 1d8 bludgeoning damage per strike.

SPIRITUAL WRATH (EVOCATION)



Level: Drd 6, Pal 6, Helm 7, Tempus 6

Duration: Instantaneous

Area of Effect: Special

Range: Sight of Caster

Casting Time: 2

Saving Throw: Reflex half

Upon completion of this spell, the caster becomes a focus of spiritual energy, which then shoots out from the caster in four directions, like lightning bolts. The caster specifies the direction of one of the bolts and the other bolts shoot opposite and perpendicular to that direction, completing a cross-shaped pattern. All creatures in the bolts' path take $4d10 + 2$ points of magic damage, Reflex save for half. Creatures of the same moral alignment (good, neutral, evil) as the caster are unaffected by the spell.

STAR METAL CUDGEL (CONJURATION)



Level: Rgr 4, Drd 3

Duration: 30 rounds

Area of Effect: Caster

Range: Caster

Casting Time: 7

Saving Throw: None

This spell creates a meteoric iron magical club that is +2 attack bonus and damage, and treated as a +4 weapon for purposes of what it can hit. Proficiency, strength, and specialization bonuses and penalties apply. It does an additional 2d6 points of bludgeoning damage against undead and constructs.

STATIC CHARGE (TRANSMUTATION)



Level: Drd 5, Rgr 6, Talos 4

Casting Time: 1 round

Saving Throw: Reflex half

Duration: 10 turns

Area of Effect: Sight of Caster

Static Charge is similar to Call Lightning except it can be used indoors. Upon completion of this spell an enemy creature within the area of effect is fried by a static discharge for 1d8 electricity damage per caster level, to a maximum of 16d8 electricity damage. Once released the static charge will build up again on the caster, discharging once per turn for the duration of the spell.

STINKING CLOUD (CONJURATION)



Level Sor/Wiz 3

Duration: 1 round/level

Area of Effect: 30-foot radius

Range: Medium

Casting Time: 2

Saving Throw: Fortitude negates

Stinking Cloud creates a billowing mass of noxious vapors up to 30 feet away from the wizard. Any living creature caught within the cloud must roll a successful Fortitude save or become nauseated, making them unable to attack, cast spells, concentrate on spells, and so on. These effects last for as long as he or she remains in the cloud.

STONE TO FLESH (TRANSMUTATION)



Level: Sor/Wiz 6

Duration: Permanent

Area of Effect: 1 creature

Range: Medium

Casting Time: 6

Saving Throw: None

This spell turns a petrified creature back to normal. If one of your companions has been victimized by a basilisk or a medusa, this spell will restore them to normal health. The creature must succeed at a Fortitude save to survive the process however.

STONESKIN (ABJURATION)



Level: Sor/Wiz 4, Ilmater 6

Duration: 10 minutes/level

Area of Effect: Creature touched

Range: Touch

Casting Time: 1

Saving Throw: None

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains damage reduction 10/+5. (It ignores the first 10 points of damage, though a weapon with a +5 enhancement bonus or any magical attack bypasses the reduction.) Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

STORM SHELL (ABJURATION)



Level: Drd 3, Rgr 3, Talos 3

Duration: 10 rounds

Area of Effect: Caster

Range: Caster

Casting Time: 6

Saving Throw: None

This spell surrounds the caster with a dark sphere of disruptive energy that moves with him. The storm shell grants a 15/- resistance bonus to fire, cold, and electricity.

STRENGTH OF ONE (TRANSMUTATION)



Level: Clr 3, Pal 3

Duration: 7 rounds

Area of Effect: 25-foot radius

Range: Caster

Casting Time: 3

Saving Throw: None

When this spell is cast all allies in the area of effect are granted a +3 Strength bonus for the duration of the spell.

SUFFOCATE (TRANSMUTATION)



Level: Sor/Wiz 7, Bane 7

Duration: 4 rounds

Area of Effect: 10-foot radius

Range: Sight of Caster

Casting Time: 7

Saving Throw: Fortitude half

This spell draws the breath out of all creatures within the area of effect. Creatures that do not breathe are unaffected. Suffocating creatures suffer -4 to armor class, -6 to Dexterity, half movement rate, and take 4d8 points of damage per round. A successful Fortitude save negates all effects but 2d8 points of damage for one round. The effects begin to fade when the creature moves out of the area of effect, although it may take a round for a character to catch their second wind.

SUMMON DJINNI (CONJURATION)



Level: Brd 7, Sor/Wiz 7

Duration: 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

With this spell, the conjurer can cajole a djinni, a massive genie with powerful abilities, to leave the Elemental Plane of Air and enter the Prime Material plane. The djinni will serve for the duration indicated above, attacking the enemies of the caster. Casters are warned to be careful of this spell for a mistreated djinni will turn on his master at the first available opportunity. The summoned djinni does not offer wishes to the caster.

SUMMON EFREETI (CONJURATION)



Level: Brd 7, Sor/Wiz 7

Duration: 8 rounds + 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

With this spell, the conjurer can cajole a efreeti, a massive genie with powerful abilities, to leave the Elemental Plane of Fire and enter the Prime Material plane. The efreeti will serve for the duration indicated above, attacking the enemies of the caster. The caster is warned to be careful of this spell, for a mistreated efreeti will turn on its master at the first available opportunity. The efreeti does not provide wishes to the caster.

SUMMON FIEND (CONJURATION)



Level: Sor/Wiz 8

Duration: 15 rounds

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

More powerful than the 7th level variant, casting this spell summons a frenzied demon. This demon will attack everyone in the area who is not protected by a protection from evil spell. Only desperate or suicidal mages use this spell.

SUMMON INVISIBLE STALKER (CONJURATION)



Level: Brd 6, Sor/Wiz 6

Duration: 2 hours

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

This spell summons an invisible stalker, a creature native to the Elemental Plane of Air. This creature will obey the orders of the caster and remain until the spell duration expires or it is slain.

SUMMON MONSTER I (CONJURATION)



Level: Brd 1, Clr 1, Sor/Wiz 1

Duration: 3 rounds + 1/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 6

Saving Throw: None

This spell summons a monster who will aid the caster for the duration of the spell. The type of creature that comes is random.

SUMMON MONSTER II (CONJURATION)



Level: Brd 2, Clr 2, Sor/Wiz 2

Duration: 3 rounds + 1/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 4

Saving Throw: None

This spell summons a monster who will aid the caster for the duration of the spell. The type of creature that comes is random. The creature summoned is more powerful than creatures summoned by lesser versions of this spell.

SUMMON MONSTER III (CONJURATION)



Level: Brd 3, Clr 3, Sor/Wiz 3

Duration: 3 rounds + 1/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 5

Saving Throw: None

This spell summons a monster who will aid the caster for the duration of the spell. The type of creature that comes is random. The creature summoned is more powerful than creatures summoned by lesser versions of this spell.

SUMMON MONSTER IV (CONJURATION)



Level: Brd 4, Clr 4, Sor/Wiz 4

Duration: 3 rounds + 1/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 6

Saving Throw: None

This spell summons a monster who will aid the caster for the duration of the spell. The type of creature that comes is random. The creature summoned is more powerful than creatures summoned by lesser versions of this spell.

SUMMON MONSTER V (CONJURATION)



Level: Brd 5, Clr 5, Sor/Wiz 5

Duration: 3 rounds + 1/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 7

Saving Throw: None

This spell summons a monster who will aid the caster for the duration of the spell. The type of creature that comes is random. The creature summoned is more powerful than creatures summoned by lesser versions of this spell.

SUMMON MONSTER VI (CONJURATION)



Level: Brd 6, Clr 6, Sor/Wiz 6

Duration: 3 rounds + 1/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 8

Saving Throw: None

This spell summons a monster who will aid the caster for the duration of the spell. The type of creature that comes is random. The creature summoned is more powerful than creatures summoned by lesser versions of this spell.

SUMMON MONSTER VII (CONJURATION)



Level: Clr 7, Sor/Wiz 7, Tempus 7

Duration: 3 rounds + 1/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 9

Saving Throw: None

This spell summons a monster who will aid the caster for the duration of the spell. The type of creature that comes is random. The creature summoned is more powerful than creatures summoned by lesser versions of this spell.

SUMMON MONSTER VIII (CONJURATION)



Level: Clr 8, Sor/Wiz 8, Tempus 8

Duration: 3 rounds + 1/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 9

Saving Throw: None

This spell summons a monster who will aid the caster for the duration of the spell. The type of creature that comes is random. The creature summoned is more powerful than creatures summoned by lesser versions of this spell.

SUMMON MONSTER IX (CONJURATION)



Level: Clr 9, Sor/Wiz 9, Ilmater, 9,

Tempus 9, Bane 9

Duration: 3 rounds + 1/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 9

Saving Throw: None

This spell summons a monster who will aid the caster for the duration of the spell. The type of creature that comes is random. The creature summoned is more powerful than creatures summoned by lesser versions of this spell.

SUMMON NATURE'S ALLY I (CONJURATION)



Level: Drd 1, Rgr 1

Duration: 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 6

Saving Throw: None

This spell summons a creature of nature who will aid the caster for the duration of the spell. The type of creature that comes is random.

SUMMON NATURE'S ALLY II (CONJURATION)



Level: Drd 2, Rgr 2

Duration: 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 6

Saving Throw: None

This spell summons a creature of nature who will aid the caster for the duration of the spell. The type of creature that comes is random. The creature summoned is more powerful than creatures summoned by lesser versions of this spell.

SUMMON NATURE'S ALLY III (CONJURATION)



Level: Drd 3, Rgr, 3

Duration: 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 6

Saving Throw: None

This spell summons a creature of nature who will aid the caster for the duration of the spell. The type of creature that comes is random. The creature summoned is more powerful than creatures summoned by lesser versions of this spell.

SUMMON NATURE'S ALLY IV (CONJURATION)



Level: Drd 4, Rgr 4
Area of Effect: Special
Casting Time: 6

Duration: 1 round/level
Range: Sight of Caster
Saving Throw: None

This spell summons a creature of nature who will aid the caster for the duration of the spell. The type of creature that comes is random.

SUMMON NATURE'S ALLY V (CONJURATION)



Level: Drd 5, Rgr 5
Area of Effect: Special
Casting Time: 6

Duration: 1 round/level
Range: Sight of Caster
Saving Throw: None

This spell summons a creature of nature who will aid the caster for the duration of the spell. The type of creature that comes is random.

SUMMON NATURE'S ALLY VI (CONJURATION)



Level: Drd 6, Rgr 6
Area of Effect: Special
Casting Time: 6

Duration: 1 round/level
Range: Sight of Caster
Saving Throw: None

This spell summons a creature of nature who will aid the caster for the duration of the spell. The type of creature that comes is random.

SUMMON NATURE'S ALLY VII (CONJURATION)



Level: Drd 7
Area of Effect: Special
Casting Time: 6

Duration: 1 round/level
Range: Sight of Caster
Saving Throw: None

This spell summons a creature of nature who will aid the caster for the duration of the spell. The type of creature that comes is random.

SUMMON NATURE'S ALLY VIII (CONJURATION)



Level: Drd 8
Area of Effect: Special
Casting Time: 6

Duration: 1 round/level
Range: Sight of Caster
Saving Throw: None

This spell summons a creature of nature who will aid the caster for the duration of the spell. The type of creature that comes is random.

SUMMON NATURE'S ALLY IX (CONJURATION)



Level: Drd 9
Area of Effect: Special
Casting Time: 6

Duration: 1 round/level
Range: Sight of Caster
Saving Throw: None

This spell summons a creature of nature who will aid the caster for the duration of the spell. The type of creature that comes is random.

SUMMON SHADOW (NECROMANCY)



Level: Brd 5, Sor/Wiz 5

Duration: 1 round + 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 5

Saving Throw: None

This spell summons a creature of living darkness, a Shadow, which will obey the will of the caster for the duration of the spell. The higher the caster level, the more powerful the Shadow summoned.

SUNBEAM (EVOCATION)



Level: Drd 7, Lathander 7

Duration: 4 rounds

Area of Effect: 15-foot radius

Range: Sight of Caster

Casting Time: 4

Saving Throw: Reflex negates and half

This spell allows the caster to evoke dazzling beams of intensely hot light. All creatures in the beam are blinded and take 3d6 points of damage. A successful Reflex save negates the blindness and reduces the damage by half. Undead creatures, fungi, mold, oozes, slimes and other fungoid creatures caught in the ray suffer 1d6 points of damage per caster level (maximum 20d6).

SUNFIRE (EVOCATION)



Level: Sor/Wiz 5

Duration: Instantaneous

Area of Effect: 30-foot radius

Range: Caster

Casting Time: 3

Saving Throw: Reflex half

A sunfire is an explosive burst of flame similar to a fireball but centered on the caster. All creatures in the area of effect except for the caster are burned for 1d6 fire damage per caster level (to a maximum of 15d6 fire damage). A successful Reflex save halves the damage. This spell blinds drow and gray dwarves if a Reflex save is failed.

SUNSCORCH (EVOCATION)



Level: Drd 1, Rgr 1, Lathander 1, Selune 1 Range: Sight of Caster

Duration: Instantaneous

Area of Effect: 1 creature

Casting Time: 4

Saving Throw: Reflex half

Upon completion of this spell a brilliant ray of scorching heat fires down from the sky and burns the target creature for 1d6 + 1 fire damage per level of the caster (to a maximum of 1d6 + 15). Undead creatures and monsters vulnerable to bright light take 1d6 + 2 fire damage per level of the caster (to a maximum of 1d6 + 30). In addition to sustaining damage, victims are also blinded for 3 rounds. If the target creature makes a successful Reflex save it will avoid the blindness and take half damage. Drow and grey dwarves are blinded by the spell for 3 rounds (no save allowed).

SYMBOL OF DEATH (ALL)



Level: Clr 8, Sor/Wiz 8, Oghma 8

Duration: Instantaneous

Area of Effect: 30-foot radius

Range: Sight of Caster

Casting Time: 3

Saving Throw: Fortitude negates

This spell conjures forth a magical glyph imbued with magical power that channels its effects through anyone capable of seeing it. Creatures must make a Fortitude save or die. One or more creatures within the radius, whose combined total hit points do not exceed 150, are susceptible to the symbol's effects.

SYMBOL OF FEAR (ALL)



Level: Clr 8, Sor/Wiz 8, Oghma 6
Duration: 10 rounds
Area of Effect: 30-foot radius

Range: Sight of Caster
Casting Time: 3
Saving Throw: Will negates

This spell conjures forth a magical glyph imbued with magical power that channels its effects through anyone capable of seeing it. Creatures are allowed a Will save to resist this spell. If failed, creatures will be affected by a powerful version of the Fear spell.

SYMBOL OF HOPELESSNESS (ALL)



Level: Clr 8, Sor/Wiz 8, Oghma 7
Duration: 10 rounds
Area of Effect: 30-foot radius

Range: Sight of Caster
Casting Time: 3
Saving Throw: Will negates

This spell conjures forth a glyph imbued with magical power that channels its effects through any enemy creatures capable of seeing it. Creatures affected will be overwhelmed by dejection and remain motionless or will lose all hope of winning in combat and flee. A successful Will save will resist the effects.

SYMBOL OF PAIN (ALL)



Level: Clr 8, Sor/Wiz 8, Ilmater 8
Duration: 10 minutes/level
Area of Effect: 30-foot radius

Range: Sight of Caster
Casting Time: 3
Saving Throw: Fortitude negates

This spell conjures forth a magical glyph imbued with magical power that channels its effects through any enemy creatures capable of seeing it. Creatures affected will suffer wracking pains throughout their body, reducing their Dexterity scores by 2 and impose a -4 penalty on attack rolls, skill checks and ability checks (Fortitude negates).

SYMBOL OF STUNNING (ALL)



Level: Clr 8, Sor/Wiz 8
Duration: 5 rounds
Area of Effect: 30-foot radius

Range: Sight of Caster
Casting Time: 3
Saving Throw: Fortitude negates

This spell conjures forth a magical glyph imbued with magical power that channels its effects through anyone capable of seeing it. One or more creatures with the radius whose total hit points do not exceed 250 become stunned (Fortitude negates). A stunned creature can't act and loses any Dexterity bonuses to AC. Attackers gain +2 bonuses to attack it.

TENSER'S TRANSFORMATION (TRANSMUTATION)



Level: Sor/Wiz 6
Duration: 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 6
Saving Throw: None

The caster becomes a virtual fighting machine — stronger, tougher, faster, and more skilled in combat. The caster's mindset changes so that he relishes combat and can't cast spells. The caster gains 1d6 temporary hit points per caster level, a +4 natural armor bonus to AC, +2d4 Strength, +2d4 Dexterity, +1 base attack bonus per two caster levels (which may give you an extra attack) and a +5 bonus to Fortitude saves. The caster attacks opponents with melee or ranged weapons, even resorting to unarmed attacks if that's all he can do.

THORN SPRAY (TRANSMUTATION)



Level: Drd 4

Duration: Instantaneous

Area of Effect: 30-foot long, 25-foot wide cone

Range: Special

Casting Time: 3

Saving Throw: Reflex half

By means of this spell, the caster can cause a spray of barbs, spikes, thorns, and spines to spring forth from his hand. The thorn spray inflicts 6d10 piercing damage to all creatures within the area of effect with a Reflex save for half damage.

TORTOISE SHELL (ABJURATION)



Level: Drd 3 Range: Close

Duration: 10 rounds

Area of Effect: 1 creature

Casting Time: 2

Saving Throw: None

Upon completion of this spell, a large hemispherical shell resembling that of a tortoise encases the target creature, shielding it from the outside world. The creature encased can take no action but in turn is impervious to all effects. The tortoise shell has 100 hit points.

TREMOR (TRANSMUTATION)



Level: Clr 8, Drd 9, Talos 7

Duration: Instantaneous

Area of Effect: Sight of Caster

Range: Caster

Casting Time: 1 round

Saving Throw: Reflex negates

This spell causes a local tremor to rip through the ground. Enemies within sight of the caster suffer 4d10+2 points of bludgeoning damage and must make a Reflex save or be knocked unconscious for 3 rounds.

TROLLISH FORTITUDE (NECROMANCY)



Level: Sor/Wiz 6

Duration: 20 rounds

Area of Effect: Caster

Range: Caster

Casting Time: 6

Saving Throw: None

This spell imbues the caster with the resilience of a troll, allowing the caster to regenerate 5 hit points per round up to his/her maximum hit points.

UNDEAD WARD (NECROMANCY)



Level: Clr 5, Pal 5, Selune 5

Duration: 10 rounds

Area of Effect: 20-foot radius

Range: Caster

Casting Time: 7

Saving Throw: None

This spell amplifies the influence the caster has over undead, though it is tied to the area surrounding the caster where cast and does not move. Any undead creature entering the area of effect is affected as if turned by the caster that invoked this spell. If the turning fails, the undead creature is immune to further turning attempts by the spell unless it leaves and reenters the area of effect.

UNHOLY BLIGHT (EVOCATION) [EVIL]



Level: Clr 4, Mask 5
Duration: Instantaneous
Area of Effect: 20-foot radius

Range: Medium
Casting Time: 3
Saving Throw: Fortitude partial

This spell calls upon unholy power to smite your enemies. Any creatures of good alignment within the area of effect take 1d8 damage (maximum 5d8) per two caster levels and sickens them for 1d4 rounds. A successful Fortitude save reduces damage to half and negates the sickening effect. Neutral creatures take half damage and are not sickened.

VAMPIRIC TOUCH (NECROMANCY)



Level: Sor/Wiz 3
Duration: Special
Area of Effect: Living creature touched

Range: Touch
Casting Time: 3
Saving Throw: None

This spell imbues the caster's hands with the ability to drain life. When a successful melee touch attack is made, the victim loses 1d6 hit points for every two caster levels (maximum 10d6). These hit points are added to the caster, with any hit points over the caster's normal maximum total treated as temporary bonus hit points. The temporary hit points disappear after 1 hour.

VIPERGOUT (CONJURATION)



Level: Sor/Wiz 7
Duration: 1 round/level
Area of Effect: Caster

Range: Caster
Casting Time: 7
Saving Throw: None

This spell summons vipers which leap forth from the caster's mouth to attack her enemies. Starting on the round the spell is completed, the caster spits forth one viper each round for the duration of the spell. Spat vipers land at the caster's feet and stay for 3 rounds. Until the caster has brought forth all the snakes summoned by this spell, she cannot cast spells.

VITRIOLIC SPHERE (CONJURATION)



Level: Sor/Wiz 4
Duration: Special
Area of Effect: Special

Range: Sight of Caster
Casting Time: 4
Saving Throw: Reflex half

This spell conjures a sphere of glowing emerald acid that the caster can direct to strike any target within range. When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of acid damage per caster level, to a maximum of 12d4 points of damage. After the initial damage, the victim must make a saving throw to avoid more damage. If unsuccessful, the victim continues to suffer acid damage in the following rounds, sustaining two less dice of damage each round. For example, an 8th-level wizard inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the fourth round, and the spell ends on the fifth round. Each round the victim is entitled to a Reflex save to avoid further damage. The vitriolic sphere also splashes acid in a 5-foot radius around the primary target. Any creatures within the splash radius must roll a Reflex save or suffer a splash hit that inflicts 1d4 points of damage per every five levels of the caster. Splash hits do not cause continuing damage.

VOCALIZE (TRANSMUTATION)



Level: Brd 2, Sor/Wiz 2
Duration: 10 rounds
Area of Effect: 1 creature

Range: Touch
Casting Time: 2
Saving Throw: None

The recipient of this spell can cast spells with a verbal component without having to make any noise, so long as the casting takes place entirely within the duration of the Vocalize spell. This spell has no effect on other noises or speech - it simply removes a spell's verbal component. This spell is a great counter for Silence 15' Radius.

WAIL OF THE BANSHEE (NECROMANCY)



Level: Brd 8, Sor/Wiz 9, Oghma 9, Talos 9
Duration: Instantaneous
Area of Effect: 30-foot radius

Range: Caster
Casting Time: 9
Saving Throw: Fortitude negates

The caster emits a terrible scream that kills creatures who hear it (except for the caster). Spell effects 1 creature per level of the caster.

WALL OF FIRE (EVOCATION)



Level: Drd 5, Sor/Wiz 4
Duration: 5 rounds

Area of Effect: 20-foot long, 5-foot wide wall

Range: Sight of Caster
Casting Time: 4
Saving Throw: None

This spell brings into existence an immobile, blazing curtain of shimmering fire. Any creature passing through the wall takes 2d6 + 1 fire damage per caster level to a maximum of 2d6 + 20 fire damage.

WALL OF MOONLIGHT (EVOCATION)



Level: Drd 4, Selune 5
Duration: 5 rounds
Area of Effect: 20-foot long,
5-foot wide wall

Range: Sight of Caster
Casting Time: 7
Saving Throw: None

This spell invokes a shimmering tapestry of blue-white force. This wall is intangible, requiring no physical anchor, and can easily be passed through. Evil creatures passing through the wall take 2d10 magic damage. Undead creatures passing through the wall take 5d10 magic damage. A creature that has passed through the wall can only take damage from it once. Only one Wall of Moonlight may be in effect at any time.

WEB (CONJURATION)



Level: Sor/Wiz 2
Duration: 15 rounds
Area of Effect: 15-foot radius

Range: Sight of Caster
Casting Time: 2
Saving Throw: Reflex negates

Web creates a many-layered mass of strong, sticky strands, similar to spider webs, but much larger and tougher. Creatures within the area of effect who fail a Reflex save suffer a -2 penalty to attack rolls, -4 penalty to Dexterity, and can't move. An entangled character who attempts to cast a spell must make a Concentration check or lose the spell.

WHIRLWIND (EVOCATION)



Level: Drd 8, Talos 6

Duration: 10 rounds

Area of Effect: Special

Range: Sight of Caster

Casting Time: 9

Saving Throw: Reflex partial

This spell creates a small whirlwind near the caster, which the caster can direct to a location within his sight. Once the whirlwind reaches its destination, the caster will lose control and the whirlwind will fly around randomly, harming friend and foe alike. The caster is immune to their own spell, and elementals and other huge creatures are also unaffected. If a creature is caught in the path of the whirlwind, it takes 2d8 crushing damage, 2d8 slashing damage, and must make a successful reflex save or be stunned for 2 rounds. Creatures with 2 hit dice or less are automatically killed by this spell. A maximum of 8 targets may be affected, after which the whirlwind will dissipate.

WYVERN CALL (CONJURATION)



Level: Sor/Wiz 6

Duration: 1 round/level

Area of Effect: Special

Range: Sight of Caster

Casting Time: 1 round

Saving Throw: None

When this spell is cast, the wizard opens up a magical channel that will summon a wyvern to his aid. The wyvern will remain under the wizard's control and will live and die at his command until the spell duration expires.

TABLES

TABLES

TABLE 1: CHARACTER ABILITY SCORES

The following chart applies to all of the six abilities of a character. The most important column is the Bonus Modifier column with determines the modifier for an ability. For instance, if a character has a Strength of 21, his Strength Ability Modifier would be +5.

BONUS SPELLS (BY SPELL LEVEL)										
Score	Bonus Modifier	1	2	3	4	5	6	7	8	9
1	-5	X	X	X	X	X	X	X	X	X
2-3	-4	X	X	X	X	X	X	X	X	X
4-5	-3	X	X	X	X	X	X	X	X	X
6-7	-2	X	X	X	X	X	X	X	X	X
8-9	-1	X	X	X	X	X	X	X	X	X
10-11	0	-	-	-	-	-	-	-	-	-
12-13	+1	1	-	-	-	-	-	-	-	-
14-15	+2	1	1	-	-	-	-	-	-	-
16-17	+3	1	1	1	-	-	-	-	-	-
18-19	+4	1	1	1	1	-	-	-	-	-
20-21	+5	2	1	1	1	1	-	-	-	-
22-23	+6	2	2	1	1	1	1	-	-	-
24-25	+7	2	2	2	1	1	1	1	-	-
26-27	+8	2	2	2	2	1	1	1	1	-
28-29	+9	3	2	2	2	2	1	1	1	1
30-31	+10	3	3	2	2	2	2	1	1	1
32-33	+11	3	3	3	2	2	2	2	1	1
34-35	+12	3	3	3	3	2	2	2	2	1
36-37	+13	4	3	3	3	3	2	2	2	2
38-39	+14	4	4	3	3	3	3	2	2	2
40-41	+15	4	4	4	3	3	3	3	2	2
42-43	+16	4	4	4	4	3	3	3	3	2
44-45	+17	5	4	4	4	4	3	3	3	3

X: Character cannot cast spells tied to this ability.

TABLE 2: EXPERIENCE AND LEVEL DEPENDENT BENEFITS CHART

Level	XP	Class Skill Max	Cross-Class Skill Max	Feats	Ability Increase
1	0	4	2	1st	-
2	1,000	5	2	-	-
3	3,000	6	3	2nd	-
4	6,000	7	3	-	1st
5	10,000	8	4	-	-
6	15,000	9	4	3rd	-
7	21,000	10	5	-	-
8	28,000	11	5	-	2nd
9	36,000	12	6	4th	-
10	45,000	13	6	-	-
11	55,000	14	7	-	-
12	66,000	15	7	5th	3rd
13	78,000	16	8	-	-
14	91,000	17	8	-	-
15	105,000	18	9	6th	-
16	120,000	19	9	-	4th
17	136,000	20	10	-	-
18	153,000	21	10	7th	-
19	171,000	22	11	-	-
20	190,000	23	11	-	5th
21	210,000	24	12	8th	-
22	231,000	25	12	-	-
23	253,000	26	13	9th	-
24	276,000	27	13	-	6th
25	300,000	28	14	-	-
26	325,000	29	14	10th	-
27	351,000	30	15	-	-
28	378,000	31	15	-	7th
29	406,000	32	16	11th	-
30	435,000	33	16	-	-

TABLE 3: BASE SAVE AND BASE ATTACK BONUSES

Level	Base Save Bonus	Fighter, Barbarian, Paladin, or Ranger Base Attack Bonus	Cleric, Druid, Rogue, Bard, or Monk Base Attack Bonus	Wizard or Sorcerer Base Attack Bonus
1	+0/+2	+1	+0	+0
2	+0/+3	+2	+1	+1
3	+1/+3	+3	+2	+1
4	+1/+4	+4	+3	+2
5	+1/+4	+5	+3	+2
6	+2/+5	+6/+1	+4	+3
7	+2/+5	+7/+2	+5	+3
8	+2/+6	+8/+3	+6/+1	+4
9	+3/+6	+9/+4	+6/+1	+4
10	+3/+7	+10/+5	+7/+2	+5
11	+3/+7	+11/+6/+1	+8/+3	+5
12	+4/+8	+12/+7/+2	+9/+4	+6/+1
13	+4/+8	+13/+8/+3	+9/+4	+6/+1
14	+4/+9	+14/+9/+4	+10/+5	+7/+2
15	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2
16	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3
17	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+3
18	+6/+11	+18/+13/+8/+3	+13/+8/+3	+9/+4
19	+6/+11	+19/+14/+9/+4	+14/+9/+4	+9/+4
20	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5
21	+7/+12	+21/+16/+11/+6/+1	+15/+10/+5	+10/+5
22	+7/+13	+22/+17/+12/+7/+2	+16/+11/+6/+1	+11/+6/+1
23	+7/+13	+23/+18/+13/+8/+3	+17/+12/+7/+2	+11/+6/+1
24	+8/+14	+24/+19/+14/+9/+4	+18/+13/+8/+3	+12/+7/+2
25	+8/+14	+25/+20/+15/+10/+5	+18/+13/+8/+3	+12/+7/+2
26	+8/+15	+26/+21/+16/+11/+6	+19/+14/+9/+4	+13/+8/+3
27	+9/+15	+27/+22/+17/+12/+7	+20/+15/+10/+5	+13/+8/+3
28	+9/+16	+28/+23/+18/+13/+8	+21/+16/+11/+6/+1	+14/+9/+4
29	+9/+16	+29/+24/+19/+14/+9	+21/+16/+11/+6/+1	+14/+9/+4
30	+10/+17	+30/+25/+20/+15/+10	+22/+17/+12/+7/+2	+15/+10/+5

Note: Whenever a class gets another / in their Base Attack Bonus (BAB) this means that they are now able to perform another attack per round. For example, a Level 11 Fighter is able to make three attacks per round, the first at a BAB of +11, the second at +6, and the third at +1.

TABLE 4: MONK UNARMED BONUSES

Level	Base Attack Bonus	Unarmed Damage	AC Bonus
1	+0	1d6	0
2	+1	1d6	0
3	+2	1d6	0
4	+3	1d8	0
5	+3	1d8	1
6	+4/+1	1d8	1
7	+5/+2	1d8	1
8	+6/+3	1d10	1
9	+6/+3	1d10	1
10	+7/+4/+1	1d10	2
11	+8/+5/+2	1d10	2
12	+9/+6/+3	1d12	2
13	+9/+6/+3	1d12	2
14	+10/+7/+4/+1	1d12	2
15	+11/+8/+5/+2	1d12	3
16	+12/+9/+6/+3	1d20	3
17	+12/+9/+6/+3	1d20	3
18	+13/+10/+7/+4/+1	1d20	3
19	+14/+11/+8/+5/+2	1d20	3
20	+15/+12/+9/+6/+3	1d20	4
21	+15/+12/+9/+6/+3	1d20+1d6	4
22	+16/+13/+10/+7/+4	1d20+1d6	4
23	+17/+14/+11/+8/+5	d20+1d6	4
24	+18/+15/+12/+9/+6	1d20+1d6	4
25	+18/+15/+12/+9/+6	1d20+1d8	5
26	+19/+16/+13/+10/+7	1d20+1d8	5
27	+20/+17/+14/+11/+8	1d20+1d8	5
28	+21/+18/+15/+12/+9	1d20+1d8	5
29	+21/+18/+15/+12/+9	1d20+1d10	5
30	+22/+19/+16/+13/+10	1d20+1d10	6

TABLE 5: SPELL PROGRESSION**5A AND 5B: PALADINS & RANGERS**

Level	1	2	3	4	5	6
6	1	0	0	0	0	0
7	1	0	0	0	0	0
8	1	0	0	0	0	0
9	1	0	0	0	0	0
10	1	1	0	0	0	0
11	1	1	0	0	0	0
12	1	1	1	0	0	0
13	1	1	1	0	0	0
14	2	1	1	0	0	0
15	2	1	1	1	0	0
16	2	2	1	1	0	0
17	2	2	2	1	0	0
18	3	2	2	1	0	0
19	3	3	3	2	0	0
20	3	3	3	3	0	0
21	4	3	3	3	0	0
22	4	3	3	3	1	0
23	4	4	3	3	1	0
24	4	4	4	3	1	0
25	4	4	4	4	1	0
26	4	4	4	4	2	0
27	5	4	4	4	2	0
28	5	5	4	4	2	0
29	5	5	5	4	2	1
30	5	5	5	5	3	1

5C: WIZARDS

Level	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-
5	3	2	1	-	-	-	-	-	-
6	3	3	2	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	4	3	2	1	-	-	-	-
10	4	4	3	3	2	-	-	-	-
11	4	4	4	3	2	1	-	-	-
12	4	4	4	3	3	2	-	-	-
13	4	4	4	4	3	2	1	-	-
14	4	4	4	4	3	3	2	-	-
15	4	4	4	4	4	3	2	1	-
16	4	4	4	4	4	3	3	2	-
17	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	3	3
20	4	4	4	4	4	4	4	4	4
21	5	5	4	4	4	4	4	4	4
22	5	5	4	4	4	4	4	4	4
23	5	5	4	4	4	4	4	4	4
24	5	5	4	4	4	4	4	4	4
25	5	5	5	4	4	4	4	4	4
26	5	5	5	4	4	4	4	4	4
27	5	5	5	5	4	4	4	4	4
28	5	5	5	5	4	4	4	4	4
29	5	5	5	5	5	4	4	4	4
30	5	5	5	5	5	4	4	4	4

Note: Specialist wizards get one extra spell per level but are prohibited from learning spells of their opposition schools (see spell descriptions and Table 4 for opposing schools).

5D: SORCERER SPELLS KNOWN

Level	1	2	3	4	5	6	7	8	9
1	2	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	3	-	-	-	-	-	-	-	-
4	3	1	-	-	-	-	-	-	-
5	4	2	-	-	-	-	-	-	-
6	4	2	1	-	-	-	-	-	-
7	5	3	2	-	-	-	-	-	-
8	5	3	2	1	-	-	-	-	-
9	5	4	3	2	-	-	-	-	-
10	5	4	3	2	1	-	-	-	-
11	5	5	4	3	2	-	-	-	-
12	5	5	4	3	2	1	-	-	-
13	5	5	4	4	3	2	-	-	-
14	5	5	4	4	3	2	1	-	-
15	5	5	4	4	4	3	2	-	-
16	5	5	4	4	4	3	2	1	-
17	5	5	4	4	4	3	3	2	-
18	5	5	4	4	4	3	3	2	1
19	5	5	4	4	4	3	3	3	2
20	5	5	4	4	4	3	3	3	3
21	6	5	5	4	4	4	3	3	3
22	6	5	5	4	4	4	3	3	3
23	6	6	5	5	4	4	4	3	3
24	6	6	5	5	4	4	4	3	3
25	7	6	6	5	5	4	4	4	3
26	7	6	6	5	5	4	4	4	3
27	7	7	6	6	5	5	4	4	4
28	7	7	6	6	5	5	4	4	4
29	7	7	7	6	6	5	5	4	4
30	7	7	7	6	6	5	5	4	4

Note: This chart is the number of spells a sorcerer knows. It is different than the number of spells the sorcerer can cast per day (Table 5e).

5E: SORCERER SPELL PROGRESSION

Level	1	2	3	4	5	6	7	8	9
1	3	-	-	-	-	-	-	-	-
2	4	-	-	-	-	-	-	-	-
3	5	-	-	-	-	-	-	-	-
4	6	3	-	-	-	-	-	-	-
5	6	4	-	-	-	-	-	-	-
6	6	5	3	-	-	-	-	-	-
7	6	6	4	-	-	-	-	-	-
8	6	6	5	3	-	-	-	-	-
9	6	6	6	4	-	-	-	-	-
10	6	6	6	5	3	-	-	-	-
11	6	6	6	6	4	-	-	-	-
12	6	6	6	6	5	3	-	-	-
13	6	6	6	6	6	4	-	-	-
14	6	6	6	6	6	5	3	-	-
15	6	6	6	6	6	6	4	-	-
16	6	6	6	6	6	6	5	3	-
17	6	6	6	6	6	6	6	4	-
18	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6
21	7	6	6	6	6	6	6	6	6
22	7	6	6	6	6	6	6	6	6
23	7	7	6	6	6	6	6	6	6
24	7	7	6	6	6	6	6	6	6
25	7	7	7	6	6	6	6	6	6
26	7	7	7	6	6	6	6	6	6
27	7	7	7	7	6	6	6	6	6
28	8	7	7	7	6	6	6	6	6
29	8	7	7	7	7	6	6	6	6
30	8	8	7	7	7	6	6	6	6

Note: This chart is the number of spells a sorcerer can cast per day. It is different than the number of spells the sorcerer knows (Table 5d).

5F: CLERICS AND DRUIDS

Level	1	2	3	4	5	6	7	8	9
1	1	0	0	0	0	0	0	0	0
2	2	0	0	0	0	0	0	0	0
3	2	1	0	0	0	0	0	0	0
4	3	2	0	0	0	0	0	0	0
5	3	2	1	0	0	0	0	0	0
6	3	3	2	0	0	0	0	0	0
7	4	3	2	1	0	0	0	0	0
8	4	3	3	2	0	0	0	0	0
9	4	4	3	2	1	0	0	0	0
10	4	4	3	3	2	0	0	0	0
11	5	4	4	3	2	1	0	0	0
12	5	4	4	3	3	2	0	0	0
13	5	5	4	4	3	2	1	0	0
14	5	5	4	4	3	3	2	0	0
15	5	5	5	4	4	3	2	1	0
16	5	5	5	4	4	3	3	2	0
17	5	5	5	5	4	4	3	2	1
18	5	5	5	5	4	4	3	3	2
19	5	5	5	5	5	4	4	3	3
20	5	5	5	5	5	4	4	4	4
21	6	5	5	5	5	5	4	4	4
22	6	5	5	5	5	5	4	4	4
23	6	6	5	5	5	5	5	4	4
24	6	6	5	5	5	5	5	5	4
25	6	6	6	5	5	5	5	5	4
26	6	6	6	5	5	5	5	5	5
27	6	6	6	6	5	5	5	5	5
28	7	6	6	6	5	5	5	5	5
29	7	6	6	6	6	5	5	5	5
30	7	7	6	6	6	5	5	5	5

Note: Clerics with high Wisdom receive bonus spells per level (see Table 1, Wisdom).

All spells require the casting ability score be equal to 10 plus the spell level.

5G: BARD SPELLS KNOWN

Level	1	2	3	4	5	6	7	8
1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-
3	3	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-
5	4	3	-	-	-	-	-	-
6	4	3	-	-	-	-	-	-
7	4	4	2	-	-	-	-	-
8	4	4	3	-	-	-	-	-
9	4	4	3	-	-	-	-	-
10	4	4	4	2	-	-	-	-
11	4	4	4	3	-	-	-	-
12	4	4	4	3	-	-	-	-
13	4	4	4	4	2	-	-	-
14	4	4	4	4	3	-	-	-
15	4	4	4	4	3	-	-	-
16	5	4	4	4	4	2	-	-
17	5	5	4	4	4	3	-	-
18	5	5	5	4	4	3	-	-
19	5	5	5	5	4	4	-	-
20	5	5	5	5	5	4	-	-
21	6	5	5	5	5	4	2	-
22	6	6	5	5	5	4	3	-
23	6	6	6	5	5	5	3	-
24	6	6	6	6	5	5	4	-
25	6	6	6	6	6	5	4	-
26	6	6	6	6	6	5	4	2
27	7	6	6	6	6	5	4	3
28	7	7	6	6	6	6	5	3
29	7	7	7	6	6	6	5	4
30	7	7	7	7	6	6	5	4

5H: BARD SPELLS PROGRESSION

Level	1	2	3	4	5	6	7	8
1	-	-	-	-	-	-	-	-
2	0	-	-	-	-	-	-	-
3	1	-	-	-	-	-	-	-
4	2	0	-	-	-	-	-	-
5	3	1	-	-	-	-	-	-
6	3	2	-	-	-	-	-	-
7	3	2	0	-	-	-	-	-
8	3	3	1	-	-	-	-	-
9	3	3	2	-	-	-	-	-
10	3	3	2	0	-	-	-	-
11	3	3	3	1	-	-	-	-
12	3	3	3	2	-	-	-	-
13	3	3	3	2	0	-	-	-
14	3	3	3	3	1	-	-	-
15	4	3	3	3	2	-	-	-
16	4	4	3	3	2	0	-	-
17	4	4	4	3	3	1	-	-
18	4	4	4	4	3	2	-	-
19	4	4	4	4	4	3	-	-
20	4	4	4	4	4	4	-	-
21	4	4	4	4	4	4	0	-
22	4	4	4	4	4	4	1	-
23	4	4	4	4	4	4	2	-
24	4	4	4	4	4	4	3	-
25	5	4	4	4	4	4	4	-
26	5	5	4	4	4	4	4	1
27	5	5	5	4	4	4	4	2
28	5	5	5	5	4	4	4	3
29	5	5	5	5	5	4	4	4
30	5	5	5	5	5	5	4	4

TABLE 6: SIMPLE WEAPONS

The following weapons require simple weapon feat proficiencies to wield properly.

Weapon	Cost	Damage	Critical	Weight	Proficiency Feat
Bolts, crossbow (10)	1gp	-	-	1 lb.	-
Bullets, sling (10)	1sp	-	-	5 lb.	-
Club	-	1d6	x2	3 lb.	Mace
Crossbow, heavy	50 gp	1d10	19-20/x2	9 lb.	Crossbow
Crossbow, light	35 gp	1d8	19-20/x2	6 lb.	Crossbow
Dagger	2 gp	1d4	19-20/x2	1 lb.	Small Blade
Dart	5 sp	1d4	x2	0.5 lb.	Missile
Mace, heavy	12 gp	1d8	x2	12 lb.	Mace
Mace, light	5 gp	1d6	x2	6 lb.	Mace
Morningstar	8 gp	1d8	x2	8 lb.	Mace
Quarterstaff	-	1d6/1d6	x2	4 lb.	Quarterstaff
Shortspear	2 gp	1d8	x3	5 lb.	Polearm
Sling	-	1d4	x2	0 lb.	Missile

Note: The critical column above sometimes shows two pieces of information. The number prefixed by a 'x' is the critical multiplier and represents the number of times damage is rolled if a critical hit is scored. A number range like '19-20' refers to an increased Threat Range. Refer to the section on Critical Hits for more information.

TABLE 7: MARTIAL WEAPONS

The following weapons require martial weapon feat proficiencies to wield properly, except for the bastard sword which requires an exotic weapon feat.

Weapon	Cost	Damage	Critical	Weight	Proficiency Feat
Arrows (20)	1 gp	-	-	3 lb.	-
Axe, throwing	8 gp	1d6	x2	4 lb.	Missile
Battleaxe	10 gp	1d8	x3	7 lb.	Axe
Flail, heavy	15 gp	1d10	19-20/x2	20 lb.	Flail
Flail, light	8 gp	1d8	x2	5 lb.	Flail
Greataxe	20 gp	1d12	x3	20 lb.	Axe
Greatsword	50 gp	2d6	19-20/x2	15 lb.	Greatsword
Halberd	10 gp	1d10	x3	15 lb.	Polearm
Hammer, light	1 gp	1d4	x2	2 lb.	Hammer
Handaxe	6 gp	1d6	x3	5 lb.	Axe
Longbow	75 gp	1d8	x3	3 lb.	Bow
Longbow, composite	100 gp	1d8	x3	3 lb.	Bow
Longspear	5 gp	1d8	x3	9 lb.	Polearm
Longsword	15 gp	1d8	19-20/x2	4 lb.	Large Sword
Scimitar	15 gp	1d6	18-20/x2	4 lb.	Large Sword
Shortbow	30 gp	1d6	x3	2 lb.	Bow
Shortbow, composite	75 gp	1d6	x3	2 lb.	Bow
Sword, bastard	35 gp	1d10	19-20/x2	7 lb.	Exotic Weapon
Sword, short	10 gp	1d6	19-20/x2	3 lb.	Small Blade
Warhammer	12 gp	1d8	x3	8 lb.	Hammer

Note: The critical column above sometimes shows two pieces of information. The number prefixed by a 'x' is the critical multiplier and represents the number of times damage is rolled if a critical hit is scored. A number range like '19-20' refers to an increased Threat Range. Refer to the section on Critical Hits for more information.

TABLE 8: ARMOR

Armor	Cost (gp's)	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Weight (lb's)
Light Armor						
Leather	10	2	6	0	10%	15
Studded Leather	25	3	5	-1	15%	20
Medium Armor						
Hide	15	3	4	-3	20%	25
Scale mail	50	4	3	-4	25%	30
Chainmail	150	5	2	-5	30%	40
Heavy Armor						
Splint mail	200	6	0	-7	40%	45
Half-plate	600	7	0	-7	40%	50
Full plate	1,500	8	1	-6	35%	50
Shield						
Small Shield	3	1	N/A	-1	5%	5
Large Shield	9	2	N/A	-2	10%	6
Tower Shield	20	2	N/A	-3	15%	15

TABLE 9: TWO-WEAPON FIGHTING PENALTIES

Circumstances	Primary Hand	Off Hand
Normal Penalties	-6	-10
Off-hand weapon is light	-4	-8
Ambidexterity feat	-6	-6
Two-Weapon Fighting feat	-4	-8
Off-hand weapon is light and Ambidexterity feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-6
Ambidexterity feat and Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Ambidexterity feat and Two-Weapon Fighting feat	-2	-2



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